IDG.net

Nintendo 64

1080° TenEighty Snowboarding

PlayStation

Need for Speed III Hot Pursuit

PlayStation

Command & Conquer Red Alert Retaliation

Exclusive!

GAMEPRO

World's Largest Multiplatform Gaming Magazine

www.gamepro.com

issue 116

Nintendo 64 · PlayStation · Saturn · SNES · Genesis · Arcade · PC · Online

Mortal Kombat 4

Nintendo 64

Gex Enter the Gecko

Nintendo 64

Great Gex for the N64?

PC GamePro
- Outwars
- Urban Assault

PLUS! GEX PlayStation Strategy Guide!

65 GAMES!

X-Men vs. Street Fighter

- Dead or Alive
- Breath of Fire III
- Colony Wars: Codename Vendetta
- MLB Featuring Ken Griffey Jr.
- SaGa Frontier

NBA ShootOut 98

PlayStation

Marvel vs. Capcom Clash of Super Heroes

Arcade Strategy Guide

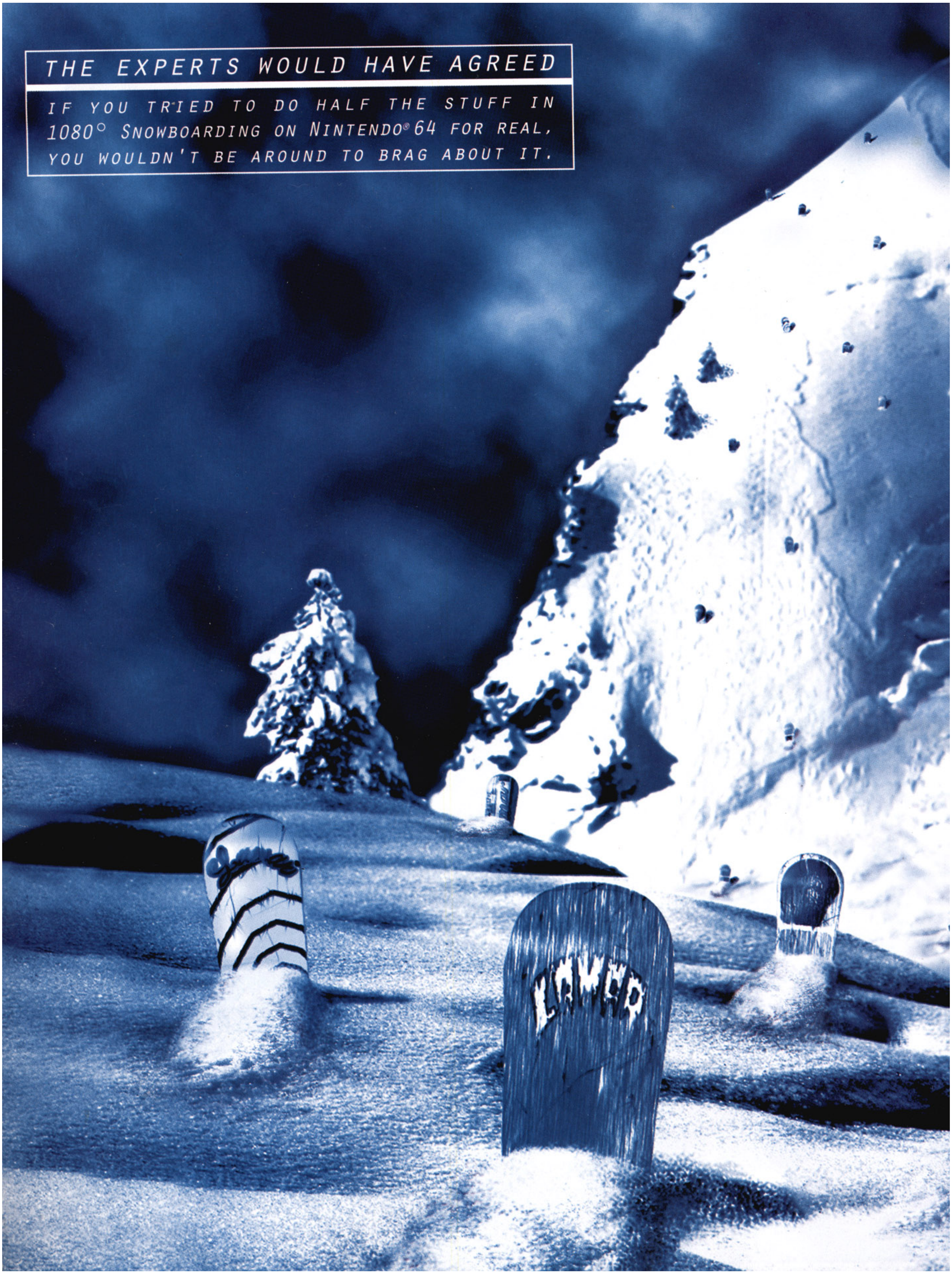
Legacy of Kain: Soul Reaver

(PlayStation)

An IDG Communications Publication

May 1998

$4.99 Canada $6.50


THE EXPERTS WOULD HAVE AGREED
IF YOU TRIED TO DO HALF THE STUFF IN 1080° SNOWBOARDING ON NINTENDO® 64 FOR REAL, YOU WOULDN'T BE AROUND TO BRAG ABOUT IT.

1080° TenEighty
SNOWBOARDING
EVERYONE
E
CONTENT RATED BY ESRB
NINTENDO64
GET
N
or get out™

©1998 Nintendo of America Inc. ™, ® and the "N" logo are trademarks of Nintendo of America Inc. Lamar is a trademark of Lamar Snowboards, Inc. www.nintendo.com

Some superhero. He doesn't even know the definition of fearless and courageous.
No x-ray eyes. No fancy-schmancy belt. What's so special about this guy?
TEEN
T
AGES 13+
CONTENT RATED BY
ESRB
PlayStation™

The Sony Computer Entertainment logo is a trademark of Sony Corporation. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. Blasto, Captain Blasto and

Why does this wiseguy get all the glory?
A superhero should eat his protein. Not ride around on it.
What kind of superhero hangs around with floozies?
PlayStation
BLASTO
TEEN

Free-roaming 3-D gameplay. Fully interactive sound and environments. Hard-core action shooting and open exploration. Classic platform elements. And the occasional intergalactic wedgie.

BLASTO™

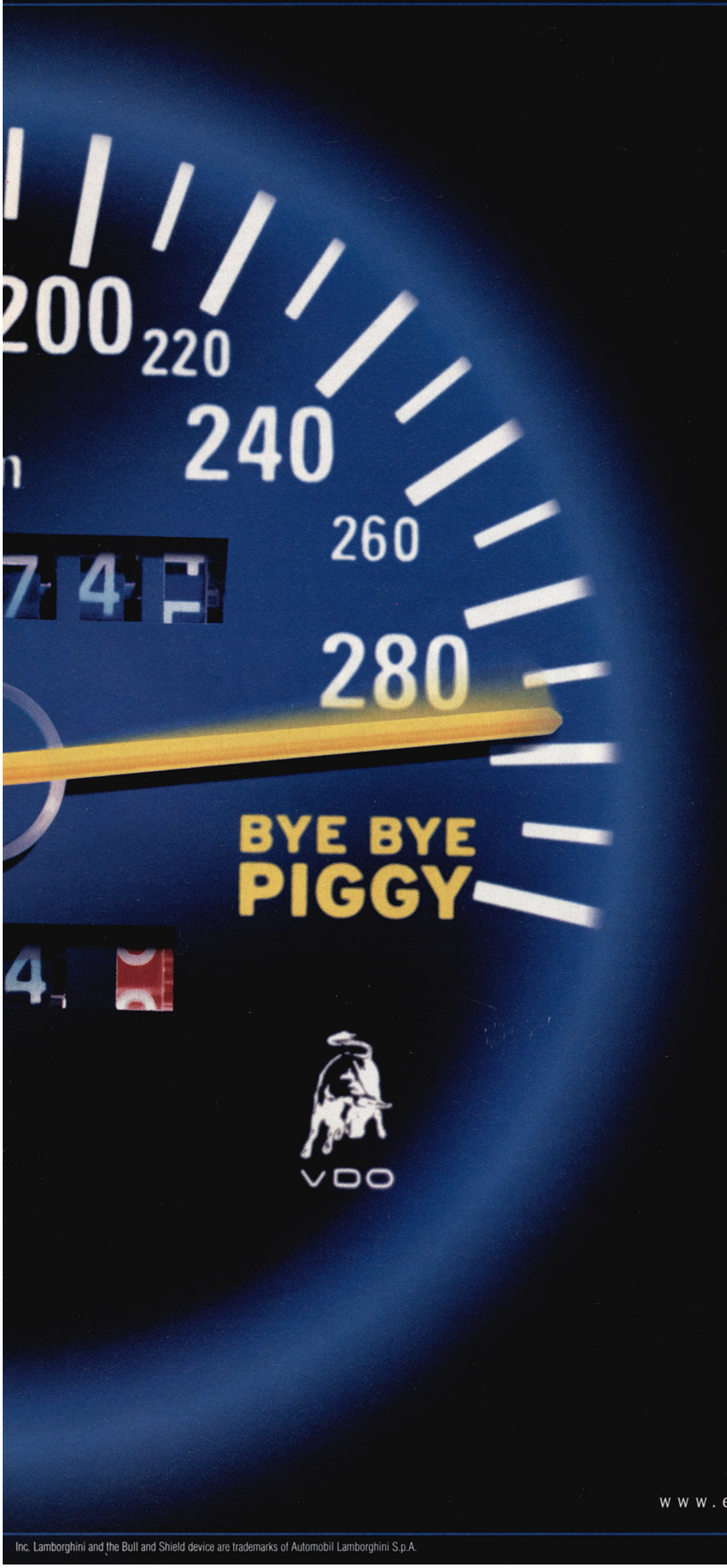
the "B" logos are trademarks of Sony Computer Entertainment America Inc. Developed by Sony Interactive Studios America. ©1998 Sony Computer Entertainment America Inc. **www.playstation.com**

All eight super cars triple the speed limit. Watch out for pesky radar guns.

20
40
60
80
100
120
140
160
Km/h

Japanese imports won't cut it. Only the fastest exotic cars can ditch these cops.

© 1998 Electronic Arts. Need For Speed, Electronic Arts and the Electronic Arts logo are trademarks or registered trademarks of Electronic Arts in the U.S. and/or other countries. All rights reserved. PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment


200
220
240
260
280
BYE BYE
PIGGY
VDO

Paint swapping. Tire spikes. Road blocks. Jealous cops will always play dirty.

When you're sitting in a 529hp Lamborghini,™ the smell of bacon is that much sweeter.

NEED FOR SPEED III HOT PURSUIT

www.ea.com ELECTRONIC ARTS™

Inc. Lamborghini and the Bull and Shield device are trademarks of Automobil Lamborghini S.p.A.

RAMPAGE™
WORLD TOUR
NOW AVAILABLE ON
NINTENDO64
1, 2 OR 3 PLAYERS AT ONCE!
PlayStation
NINTENDO64
RUMBLE PAK™ COMPATIBLE!
TEEN
MIDWAY
WWW.MIDWAY.COM

Rampage World Tour™ © 1997 Midway Games Inc. All rights reserved. Designed by Game Refuge Inc. Converted by Saffire Corporation. RAMPAGE WORLD TOUR and MIDWAY are trademarks of Midway Games Inc. Distributed by Midway Home Entertainment Inc. under license. Nintendo, Nintendo 64, the Rumble Pak and the 3-D "N" logo are trademarks of Nintendo of America Inc. ©1996 Nintendo of America Inc. Licensed by Nintendo. PlayStation and the PlayStation Logos are trademarks of Sony Computer Entertainment Inc.

Join the club. Kill the members.

for online gaming > www.heat.net

the enemy is real

© 1998 SegaSoft Networks, Inc. HEAT and HEAT.NET are trademarks of SegaSoft Networks, Inc.

GAMEPRO®

The World's Largest Multiplatform Gaming Magazine

Publisher	**John F. Rousseau**
Editor-in-Chief	**Wes Nihei**
Director of Editorial and Creative Services	**Francis Mao**
Managing Editor	**Kathy Skaggs**
Senior Editors	**Lawrence Neves** **Mike Weigand**
Senior Associate Editor	**Paul Curthoys**
Associate Editor, Online	**Dan Amrich**
Assistant Editor	**Jon Robinson**
Copy Editor	**Brett Rector**
Editorial Intern	**Lindsay Young**
Contributing Writer	**Hugh Sterbakov**
Senior Online Producer	**Todd Barnes**
Online Assistant	**Craig Eastman**
Senior Designer	**Melissa Mecca**
Designer	**Katrin Auch**
Production Manager	**Shelly Reimer**
Assistant Production Manager	**Jamie Noble**
Production Coordinator	**Lisa Chang**
Advertising Coordinator	**Kevin Burt**

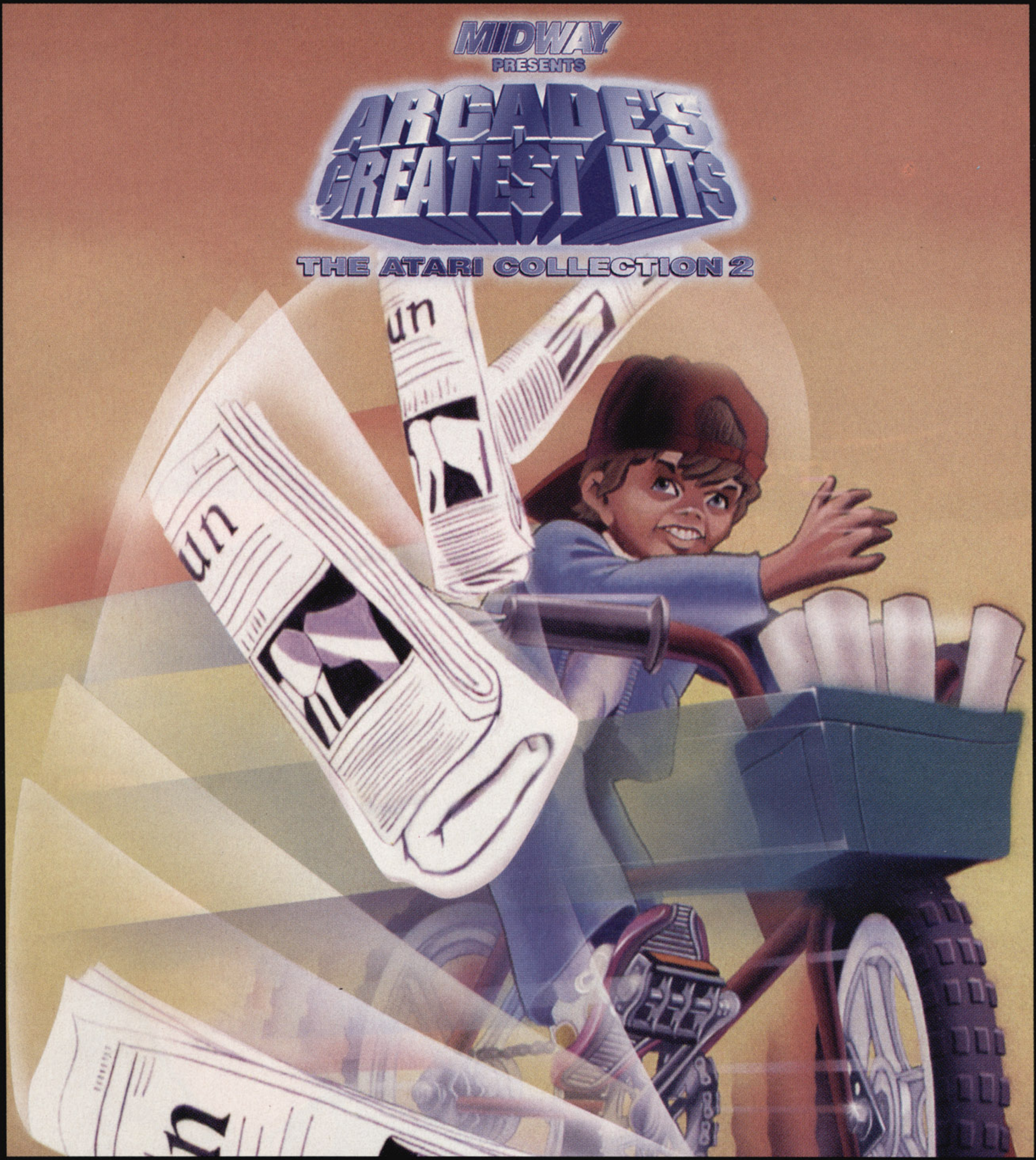
IDG GAMES MEDIA GROUP

President and CEO	**John F. Rousseau**
Executive Assistant to the President	**Kristin A. Shackelford**
Senior Vice President	**Cynthia Sandor**
Executive Assistant	**Gwen Rambis**
Vice President	**Wes Nihei**
Director of Human Resources	**Shelly Ginenthal**
Senior Human Resources Representative	**Carina Aguilar**
Vice President of Finance and Operations	**Brian F. Sours**
Business Manager	**Leona Ching**
Manufacturing Director	**Herb Linden**
Director of Circulation	**Suzanne McCloskey**
Newsstand Director	**Bill Horan**
Single Copy Sales Manager	**Jonathan Venier**
Circulation/Distribution Specialist	**Natale Russo**
Circulation Specialist	**Irene Basurto**
Customer Service Representative	**Margaret Samojlowicz**
Director of Marketing	**Sandy Rodrigues**
Marketing Manager	**Erin Gaffaney**
Manager of Information Systems	**Theodore Kim**
Office Services Supervisor/ Network Administrator	**Rob Rubright**
Help Desk Specialist	**John Tan**
Facilities Coordinator	**Ron Gibson**
Founder	**Patrick J. Ferrell**

Entire contents copyright 1998 by IDG Communications, Inc. All rights reserved. Reproduction in whole or part without prior written permission by the publisher is prohibited. All submissions including, but not limited to, artwork, text, photographs, and videotapes become the property of the publisher. Submissions cannot be returned; senders should retain a copy. The GAMEPRO® and NETPRO® names and logos are registered trademarks of IDG Communications, Inc. Nintendo 64, Super Nintendo, Nintendo, Virtual Boy, and Game Boy are Registered Trademarks of Nintendo of America, Inc. Sega Saturn, 32X, Genesis, Sega CD, and Game Gear are Registered Trademarks of Sega of America, Inc. Sony PlayStation is a Registered Trademark of Sony Computer Entertainment of America. 3DO is a Registered Trademark of The 3DO Company. CD-i is a Registered Trademark of Philips Consumer Electronics Company. Atari Jaguar is a Registered Trademark of Atari Corp. Neo•Geo is a Registered Trademark of SNK Home Entertainment, Inc. Printed in the U.S.A.

For subscription problems only, please write: P.O. Box 55527, Boulder, CO 80322-5527, or call: (303) 678-0439

Member BPA INTERNATIONAL®



Six great hits now for your PlayStation™ Game Console!

PAPERBOY

MIDWAY

RoadBlasters

MARBLE MADNESS

EVERYONE
E
CONTENT RATED BY ESRB

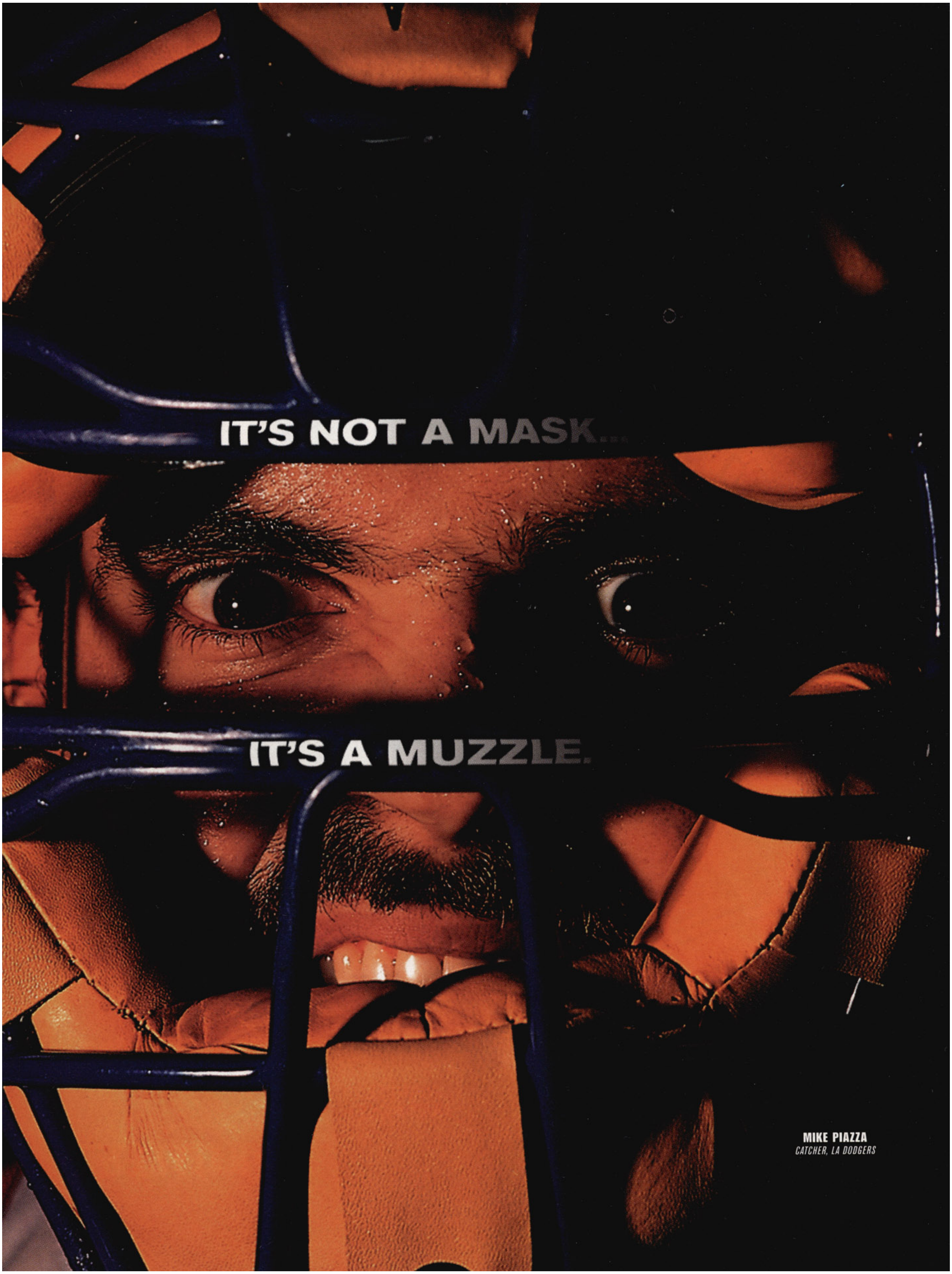
PlayStation™

Millipede

Crystal Castles

GAUNTLET

Compilation ©1998 Atari Games Corporation. Gauntlet,® Marble Madness,™ Paperboy® and Road Blasters™ are trademarks of Atari Games Corporation. Gauntlet ©1985, Marble Madness ©1984, Paperboy ©1985, Road Blasters ©1987 Atari Games Corporation. Atari,® Millipede® and Crystal Castles® are trademarks of Atari Corporation used under license. Millipede ©1982, Crystal Castles ©1983 Atari Corporation. Midway® is a trademark of Midway Games Inc. All rights reserved. Converted by Digital Eclipse Software Inc. Distributed by Midway Home Entertainment Inc. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc.


IT'S NOT A MASK...
IT'S A MUZZLE.

MIKE PIAZZA
CATCHER, LA DODGERS

YOU TAKE. YOU STEAL.

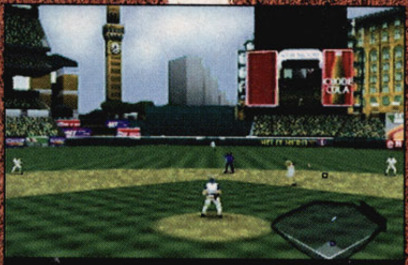
YOU SLUG. YOU CRUSH.

YOU HIT AND RUN.

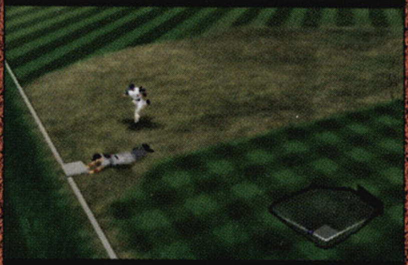
YOU TRY TO BEAT THE HEAT.

AND AT THE END OF IT ALL
SOME GUY IN A MASK
TRIES TO TAKE YOU DOWN
TO PROTECT HIS HOME.

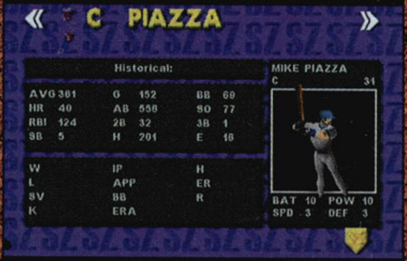
WELCOME TO
AMERICA'S PASTIME.



ALL 700+PLAYERS! ALL NEW 1998 ROSTERS! ALL THE STADIUMS! ALL THE TEAMS! ALL IN 3D!



FAST-PACED ACTION: SWITCH FROM TRUE SIMULATION TO ARCADE GAME PLAY WITH TONS OF HIDDEN SECRETS!

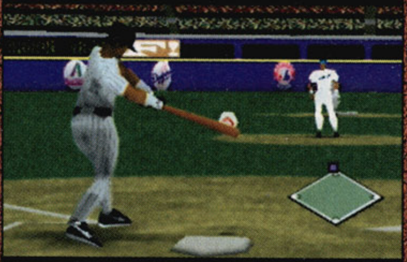


```
«  C  PIAZZA                                  »

          Historical:                 MIKE PIAZZA
                                      C            31
AVG 361     G    152     BB   69
HR   40     AB   558     SO   77
RBI 124     2B    32     3B    1
SB    5     H    201     E    10

W           IP           H
L           APP          ER
SV          BB           R
K           ERA                      BAT 10   POW 10
                                     SPD  3   DEF  3
```

EXHIBITION, FULL-SEASON, ALL-STAR, WORLD SERIES AND HOME RUN DERBY PLAY MODES.



ULTRA-REALISTIC CONDITIONS AND PERFORMANCE. GRASS AND TURF. DAY AND NIGHT GAMES. RAIN OR SHINE. REAL FAN INTERACTION.

MIKE PIAZZA'S STRIKE ZONE

DIG IN.

Designed For N64 Rumble Pak™

WHAT A GAME.
Be sure to visit MLB's Official Web Site, MLB@BAT: www.majorleaguebaseball.com

www.gtinteractive.com

Mike Piazza's StrikeZone developed by and © 1998 Devil's Thumb™ Entertainment. All rights reserved. Published and distributed by GTInteractive Software Corp. Major League Baseball trademarks and copyrights are used with permission of Major League Baseball Properties, Inc. Officially Licensed by Major League Baseball Players Association. Microsoft® and Windows® are registered trademarks of Microsoft Corporation. Nintendo, the Official Seal, Nintendo 64 and 3-D "N" Logo and Rumble Pak™ are trademarks of Nintendo of America Inc.

CONTENTS

GamePro • May 1998

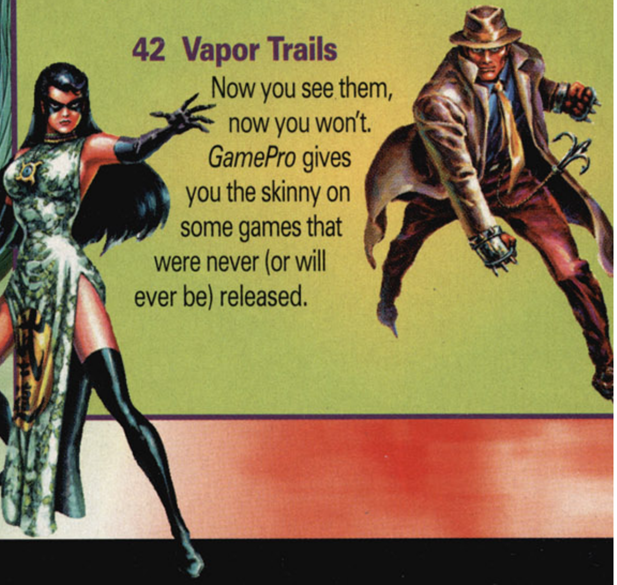
Is Gex good for you? Page 40.

GAMEPRO
The World's Largest Multiplatform Gaming Magazine

Cover Feature

40 Everything You Wanted To Know About Gex 64
It's all about Gex for the Nintendo 64, babeee!

Special Feature



42 Vapor Trails
Now you see them, now you won't. *GamePro* gives you the skinny on some games that were never (or will ever be) released.

118 SWATPro Strategy Section

Gex: Enter the Gecko

PlayStation ProStrategy Guide

How to wrap your tongue around all the hidden Remotes!

THE FIGHTER'S EDGE

COME N' GET US!

When Marvel meets Capcom... Wham!

Marvel vs. Capcom (Arcade)

Can Mega Man down Wolverine? Can Spider-Man beat Ryu? Use these basic moves, super moves, specials, and combos to find out!

S.W.A.T.PRO

Passwords, codes, tips, and tricks for Jet Moto 2, Gex: Enter the Gecko, Marvel vs. Capcom, NFL Blitz, and more!

Cover: Courtesy of Crystal Dynamics

ERADICATE

thirst

always Coca-Cola

©1998 The Coca-Cola Company. "Coca-Cola," the Red Disk icon and the Contour Bottle design are registered trademarks of The Coca-Cola Company.

CONTENTS

GamePr ay 1998

NYK 16
NJN 8
2nd 2:36
SHOOTOUT 98
VAN HORN

In-your-face hoops! Page 100.

The final Frontier! Page 110.

Wanted: Dead or Alive! Page 82.

ProReviews

PC GamePro 64

Nintendo 64 74

PlayStation 80

Saturn 96

Sports Pages 100

Role-Player's Realm 110

TIME 0'08"25
DAMAGE
111 km/h
BEST TIME 1'29"13

Snowboarding supreme! Page 74.

Game Finder (Reviews & Previews)

1080° Snowboarding................74

Akuji the Heartless..................57
Army Men.........................66
Azure Dreams.....................115

Batman and Robin..................54
Bio F.R.E.A.K.S. 48
Blasto............................56
Breath of Fire III...................111

Colony Wars:
  Codename Vendetta..............55
Comanche.........................43
Command & Conquer
  Red Alert: Retaliation..............50

Dead or Alive......................82
Diablo............................86
Duelin' Fireman....................43

Einhänder.........................58
Eternal Champions:
  The Final Chapter.................43

Fox Sports Golf '99................107
Fox Sports Soccer '99..............107

Game, Net & Match.................66
Gex: Enter the Gecko 64.............40
Gradius Deluxe Pack and Parodius....42
The Granstream Saga..............114
Gran Turismo......................48

Harley-Davidson & L.A. Riders........68
House of the Dead..................96

Kobe Bryant's NBA Courtside.......101

Legacy of Kain: Soul Reaver.........46

Madden NFL '96....................42
Mike Piazza's StrikeZone...........107
MLB '99..........................106
Major League Baseball
  Featuring Ken Griffey Jr...........104
Montezuma's Return................66
Mortal Kombat 4...................47

N_2O: Nitrous Oxide.................60
NBA Shoot Out '98................100
Need for Speed III: Hot Pursuit........84

ODT.............................59
Outwars..........................64

Panzer Dragoon Saga.............112
Pitfall 3D: Beyond the Jungle.........90
Powerboat Racing..................92
Psybadek.........................59

Quest 64........................114

Rampage: World Tour..............76
Rascal...........................88
ReBoot..........................94
Rebus...........................115
Reckin' Balls......................50

SaGa Frontier....................110
Sonic X-Treme....................42
Speed Racer......................92
StarFox 2........................43
Super Turrican 2...................43

Team Losi RC Racing...............60
Theme Hospital....................94
Triple Play '99....................102

The Unholy War...................58
Urban Assault.....................64

Vigilante 8.......................54
VR Baseball '99...................106

WarGames: Defcon 1...............56
Warhammer: Dark Omen..........112
Winter Heat.......................96

X-Men vs. Street Fighter............80

Kain's legacy lives on! Page 46.

Departments

22 Head2Head
Saturn becomes a Survivor.

22 The Mail

26 Buyers Beware
The consumer's hotline!

30 ProNews
Florida votes on violent games.

35 NetPro
There's magic online... Magic the Gathering.

36 The Cutting Edge
Rush the Rock goes online!

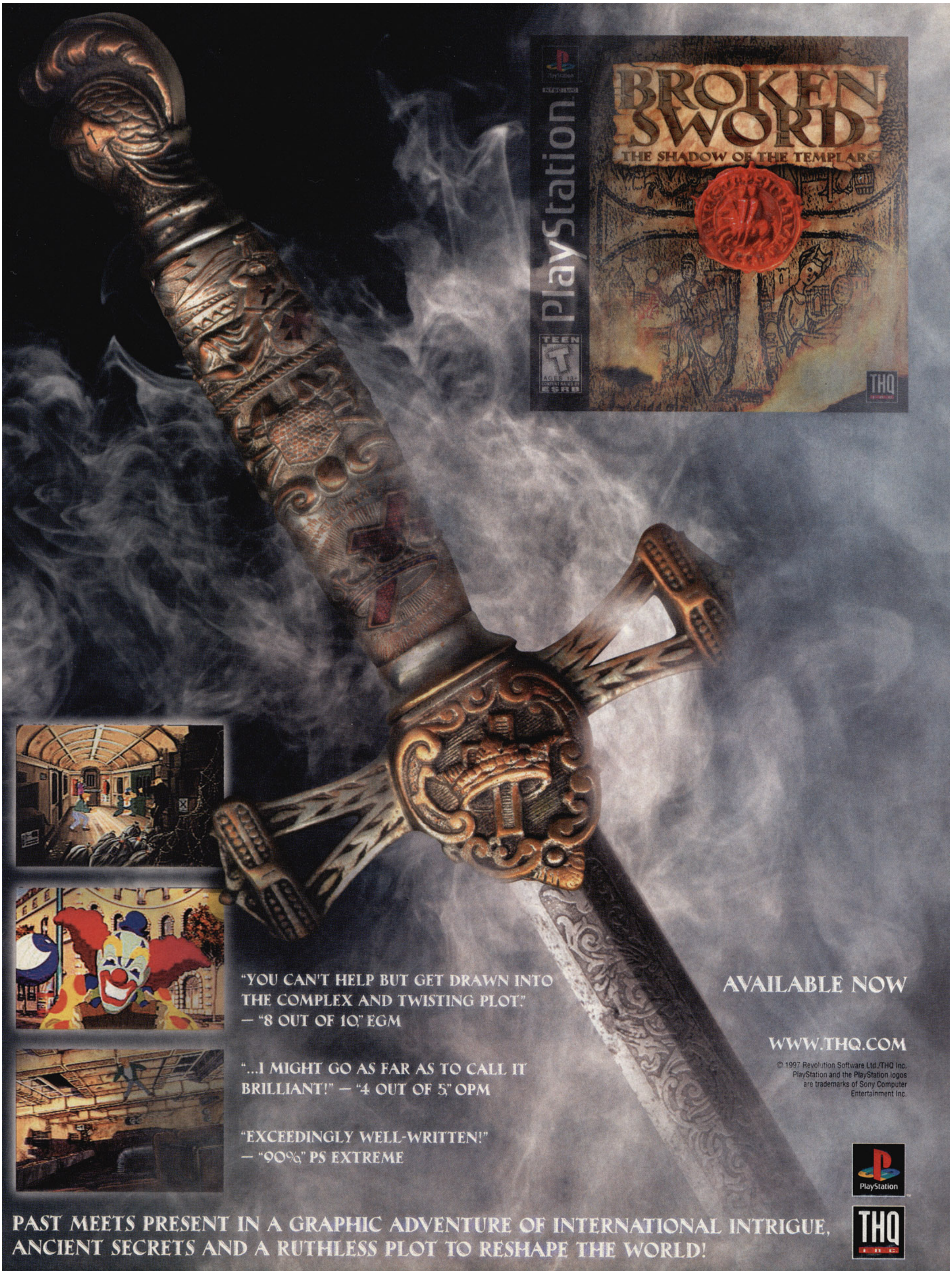
46 Sneak Previews
Legacy of Kain: Soul Reaver, Mortal Kombat 4, Gran Turismo, and more!

64 PC GAMEPRO
Urban Assault, Outwars, Army Men, and more!

68 Hot at the Arcades
Burn rubber with Harley-Davidson & L.A. Riders!

96 Video Game Survivor's Guide
For the Saturn, House of the Dead and Winter Heat!

Harry's back! Page 90.

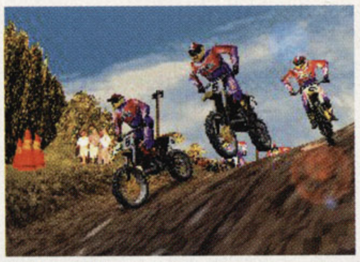

BROKEN SWORD
THE SHADOW OF THE TEMPLARS
PlayStation
TEEN
"YOU CAN'T HELP BUT GET DRAWN INTO THE COMPLEX AND TWISTING PLOT." — "8 OUT OF 10," EGM
"...I MIGHT GO AS FAR AS TO CALL IT BRILLIANT!" — "4 OUT OF 5," OPM
"EXCEEDINGLY WELL-WRITTEN!" — "90%," PS EXTREME
AVAILABLE NOW
WWW.THQ.COM
PAST MEETS PRESENT IN A GRAPHIC ADVENTURE OF INTERNATIONAL INTRIGUE, ANCIENT SECRETS AND A RUTHLESS PLOT TO RESHAPE THE WORLD!
THQ

© 1997 Revolution Software Ltd./THQ Inc.
PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc.

It's Showtime

Compete for Championship Titles

Win big bucks and use the dough to buy upgrades and repairs.

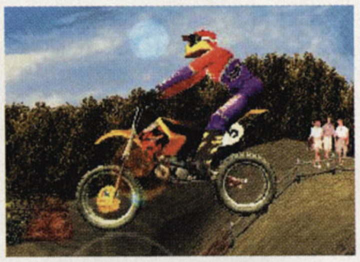


Revolutionary Track Editor

Create and store 30 custom tracks on a single Memory Card with Track Editor.

Death-Defying Moves

Jumps, stunts, hairpin turns, and bone-crushing wipe-outs.

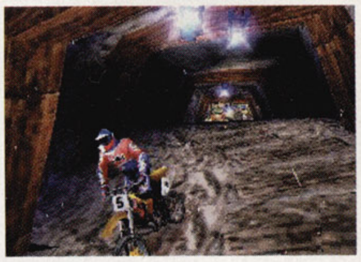


Furious All-Terrain Racing

Sand, mud, water, gravel, and ice effect handling and speed.

Race Against a "Ghost Rider"

Compete against a ghost rider simulation of your best time.



Get a Grip

Plug in a Sony Analog Controller for precise handling.

JEREMY MCGRATH
SUPER CROSS™ 98

sweat the details™

RATING PENDING
RP
CONTENT RATED BY ESRB

PlayStation™

BELL
Showtime
1-800-COLLECT
Tech Series
YAMAHA

Jeremy "Showtime" McGrath
7-Time AMA Motocross Champion

ACCLAIM® SPORTS™
www.acclaimsports.com

Supercross '98 is a registered trademark of Acclaim Entertainment, Inc. PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment, Inc. All other trademarks are trademarks of Acclaim Entertainment, Inc. TM ® and © 1998 Acclaim Entertainment, Inc. All rights reserved.

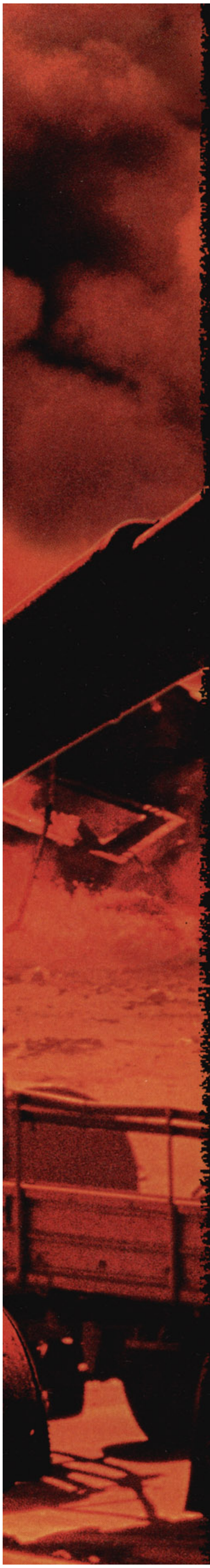
burning rangers™ SEGA® hard stuff
www.sega.com

SEGA
SEGA SATURN
BURNING RANGERS
RATING PENDING
RP
CONTENT RATED BY ESRB
SEGA SATURN™

Cozy up to the blistering hellfire of Burning Rangers, the phenomenal new game from Yuji Naka, creator of Sonic and NiGHTS. In this limitless 3D scorcher, you're a one-jetpack, one-concussion-gun techno-ranger battling unpredictable, raging firestorms. Victims lie everywhere. Navel-gaze and they fry. To save them, you'll have to backflip, somersault and rocket your way around fire cyclones, firewalls and exploding fuel tanks. Get pinned down and you'll be sautéed in your own tears. Replays unlock new doors and secret areas, but that only escalates the shake and bake. Ashes to ashes, you're dust.

For more info or to order call 1-800-SEGA-SALES or visit www.sega.com Sega and Sega Saturn are registered in the U.S. Patent and Trademark Office. Burning Rangers, Sonic the Hedgehog and NiGHTS are trademarks of SEGA. ©1998 SEGA, P.O. Box 8097, Redwood City, CA 94063.

PlayStation
TEEN
T
AGES 13+
CONTENT RATED BY
ESRB

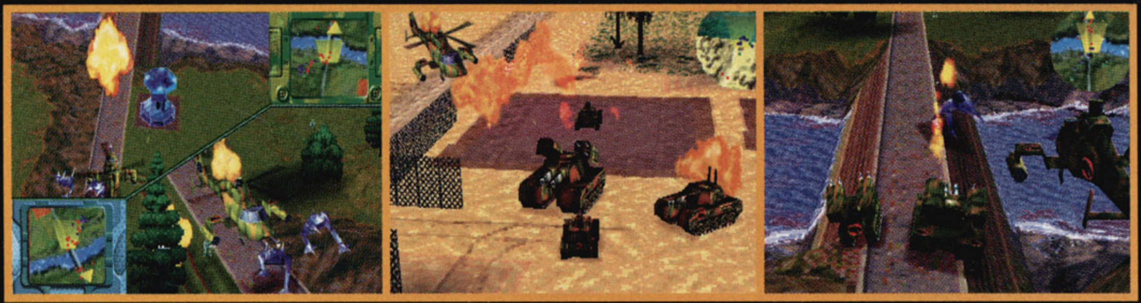


WW3

WILL BE FOUGHT ON THE PLAYSTATION™

GAME CONSOLE

The horror of global combat is coming to your living room. Twenty years ago, the WOPR, the deadly military supercomputer, nearly ignited the Cold War. Now the WOPR is back with a new mission: Exterminate humanity. You command NORAD's forces on land, at sea, and in the air as you plunge into battle against the WOPR's mechanical legions. The world's future hangs in the balance. It's not a game anymore.



- Launch strategic attacks with over 32 different assault units.
- Command up to 8 killing machines at once and blow the WOPR's drones into silicon dust.
- Turn friends into enemies in the PlayStation™ game console's first split-screen two-player combat game.
- Feel the terror of combat as detailed graphics and a true 3-D environment bring battles to life.

INTERACTIVE STUDIOS

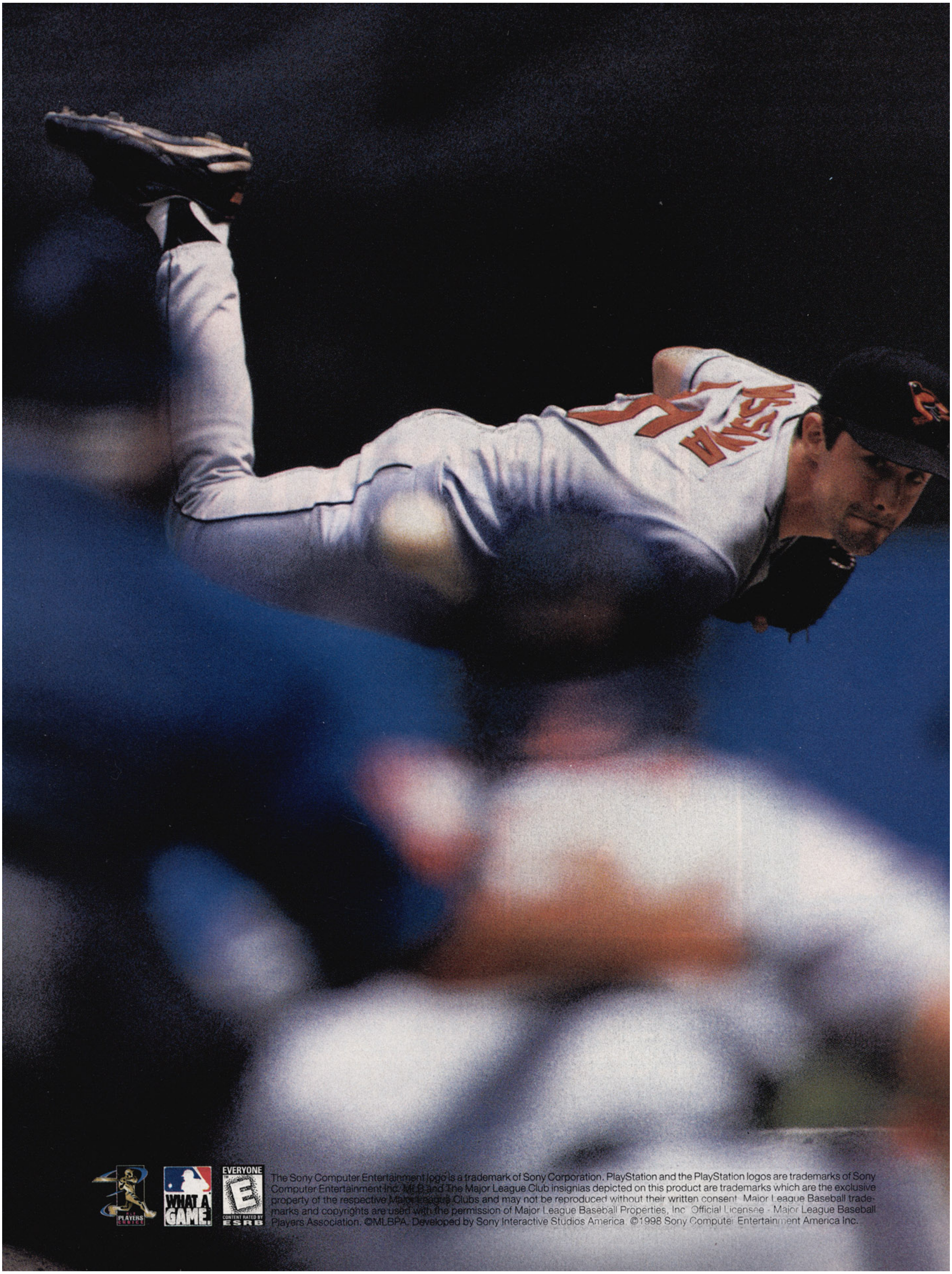
WARGAMES™

DEFCON 1

MGM INTERACTIVE

WWW.WARGAMESMGM.COM

PlayStation™ and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. WARGAMES GAME © 1997, MGM Interactive, Inc. WarGames™ and © 1983, Metro-Goldwyn-Mayer, Inc. Distributed by MGM Home Entertainment, Inc. 2500 Broadway, Santa Monica, CA 90404. All Rights Reserved.



The Sony Computer Entertainment logo is a trademark of Sony Corporation. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. MLB and The Major League Club insignias depicted on this product are trademarks which are the exclusive property of the respective Major League Clubs and may not be reproduced without their written consent. Major League Baseball trademarks and copyrights are used with the permission of Major League Baseball Properties, Inc. Official Licensee - Major League Baseball Players Association. ©MLBPA. Developed by Sony Interactive Studios America. ©1998 Sony Computer Entertainment America Inc.

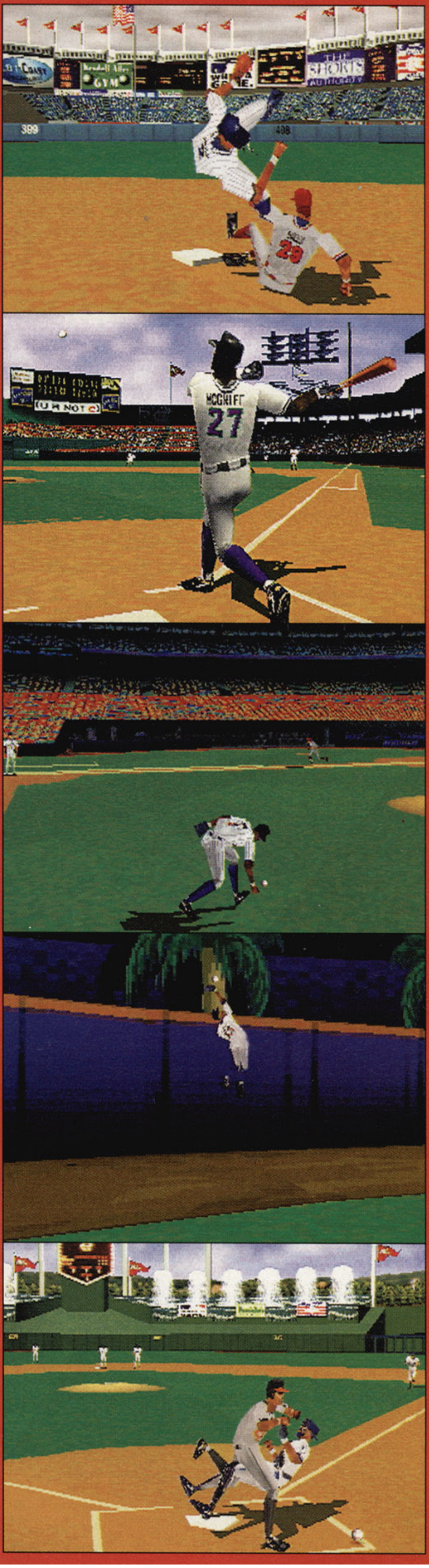
THE PITCHER KNOWS IT. THE BATTER KNOWS IT. THE CATCHER, THE UMP AND THE FANS KNOW IT. BUT AT 92 MPH, IT STILL HAS THE POWER TO SURPRISE.

- Bruising home plate collisions
- Bare-handed pickups and twirl throws
- Play-by-play from Vin Scully
- Every unique pitching style and batting stance
- Welcome to the Big Leagues

PlayStation
MLB 99

PROPERTY OF PLAYSTATION ATHLETIC DEPT.

www.playstation.com



HEAD 2 HEAD

LETTER FROM THE GAMEPROS

GAMEPRO READERS SPEAK OUT

By now it surely must be sinking into GamePros everywhere that the American hardware wars have claimed another casualty—and it's a biggie. Yup, "SEGA!" says "SEE-YA!" to the Saturn and Saturn gamers.

It's actually pretty sad that the Saturn melted down because it was a system with horsepower as well as some seriously kick-ass games. In fact, at last count the Saturn game library numbered 240. Now Sega's thrown in the controllers, third-party game developers have fled like ants from a magnifying glass, and there are only five games slated for 1998 release...well, make that two games. If you've already scored Winter Heat, Panzer Dragoon Saga, and House of the Dead, you have only Shining Force III and Burning Rangers to look forward to!

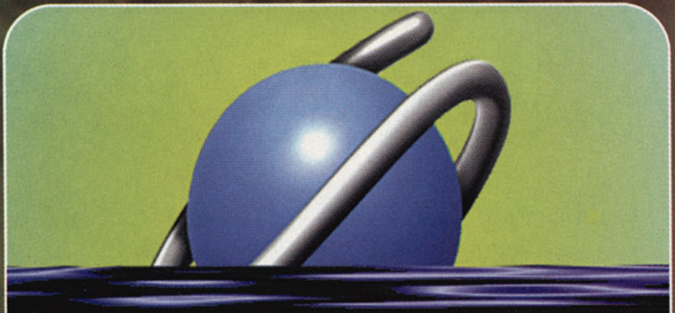
Although Sega trotted out a gang of new titles for Japanese Saturn fans at the Tokyo Game Show in March last year (including Capcom's awesome X-Men vs. Street Fighter), there's not much doing for American gamers. At the Electronic Entertainment Expo coming in May, no one expects to hear anything from Sega but the virtual virtues of the Katana (working title), its new video game system slated so far for release in 1999. And the fact that Katana will be based on Microsoft's CE operating system and will use NEC's PowerVR graphics chip set sounds very cool, but it also means that the new system will not be compatible with existing Saturn games. At least the Saturn will become one heck of a collectors' item, as system prices drop to below $100 at some retail outlets.

SAYONARA, SATURN!

Therefore, *GamePro* has decided to let the Saturn try on the survival suit for size this month. We're going to let it get acquainted with its probable roomies—the Super NES, the Genesis, and the Jaguar—in the newly renamed "Video Game Survivor's Guide" section of the magazine. Saturn fans, let us know how we can help you squeeze the last ounces of fun from your rapidly disappearing system, but if you're POed, don't call us, call Sega.

As the Saturn sinks in the West, *GamePro* says, "Sayonara!"

The GamePros
San Mateo, CA



OF WAR AND PEACE

Both parents' groups and game manufacturers are wrong about violence in video games!

I am the senior researcher for a Washington D.C. advocacy organization called Demilitarization for Democracy, and one area I'm researching is the violence in video games debate. Game manufacturers are wrong because they claim to have "non-violent" alternatives such as puzzle games. While puzzle games, sports games, and the like aren't violent, they also do nothing to teach non-violence—that is, alternatives to violence. They are merely diversions—not solutions—to violence.

Parents' groups are also wrong because they accept these "non-violent" games as a solution. However, their own statistics prove that kids want to play violence-oriented video games more than any other genre combined.

Ratings systems are nice, but they aren't the answer. What we need to do is create non-violent games that put the heroes in dangerous situations where they must use non-violent techniques to progress. In other words, non-violent games *require* some violent content in order to be a proactive and popular alternative to the traditional shooter and combat genres.

For example, our organization has developed a concept called "Landmine Larry" that does just this. In our game, multinational peacekeepers must pursue the evil Larry and his goons over different conflict-ridden areas of the world. The only way the player can restore world peace and capture the terrorists is by using non-lethal weapons. This game will provide the action and conflict that players want while teaching the violence-avoiding skills that parents desire.

Scott Nathanson, Demilitarization for Democracy

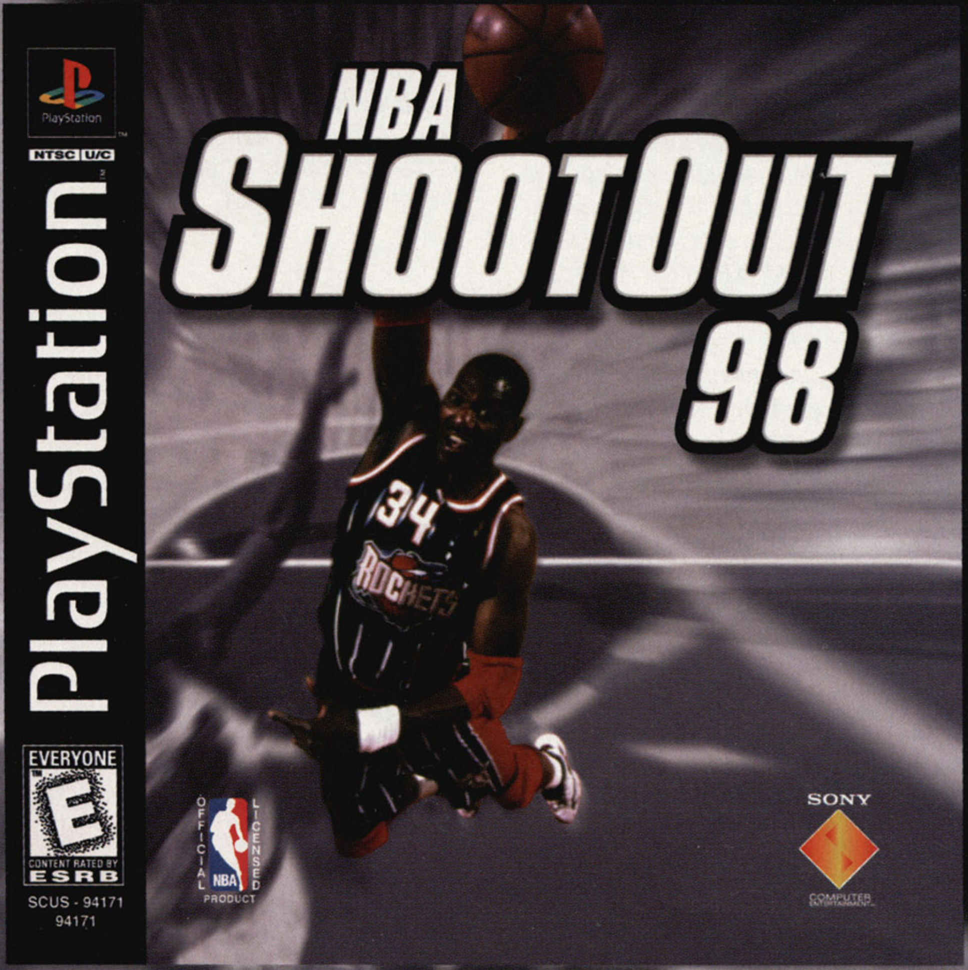
Good observations and an intriguing idea for a game, but you must remember that fun rules the gaming business. Regardless of the moral scope of your intentions, a game has to be fun first. If it's some weak exercise that forces gamers to run around in circles, you can be sure they'll be back at the Mortal Kombat 4 machines, ripping the limbs from their enemies faster than you can say, "Give peace a chance."

MEGA BLOOD

I haven't played Mega Man X^4 yet because of its Animated Blood label. How bad is the blood? Is it in just one spot, or is the blood splashed throughout the game?

Jeremy Scoggins via Internet

According to our resident Mega Man, Major Mike, the "blood" is present only at the beginning of the game in an animated cinema scene involving robots. Although technically robots can't bleed, the fluid coming from the 'bots—whatever it is—looks pretty gory. But go ahead and buy X^4 *if you're an MM fan—the scene is so minor you'll probably never notice it.*


PlayStation
NTSC U/C
PlayStation
NBA
SHOOTOUT
98
EVERYONE
E
CONTENT RATED BY
ESRB
SCUS - 94171
94171
OFFICIAL LICENSED
NBA
PRODUCT
SONY
COMPUTER ENTERTAINMENT

1ST QUARTER

It's A Slam Dunk. Save $10.00 At SEARS

$10 OFF NBA SHOOTOUT 98 **$10 OFF**

SEARS

FUNTRONICS

PlayStation

R5770400014$1000

Good for $10 off the purchase of NBA ShootOut 98 at Sears Funtronics Dept. regular purchase price. Valid 03/14/98 -05/31/98 only. Offer not good on layaway balances, gift certificates or credit card payments. Not redeemable for cash. Not valid with any other coupons or offers. Limit one coupon per transaction, one per customer. Void where prohibited by law. Cash value 1/20¢. © 1998 Sears, Roebuck and Co.

Sony Computer Entertainment logo is a trademark of Sony Corporation. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. NBA Shoot Out is a trademark of NBA Properties, Inc. The NBA and individual NBA Team identifications used on or in this product are trademarks, copyrighted designs and other forms of intellectual property of NBA Properties, Inc. and the respective member Teams and may not be used, in whole or in part without the prior written consent of NBA Properties, Inc. © 1998 NBA Properties, Inc. All rights reserved. © 1998 Sony Computer Entertainment America Inc.

HEAD 2 HEAD

THE NAME GAME

Whoa! Imagine my surprise when, while flipping through *GamePro*, I saw my name in print! It was in an article about Star Wars: Masters of Teräs Käsi that also included a sidebar about the game testers for that title who have moved on to other things within LucasArts [see Special Feature "Masters of Teräs Käsi," November '97]. That made my day! Incidentally, you forgot to mention the one fact I listed in my resume that improved my chances of landing the job as a tester for LucasArts: You printed my name when I sent in all the level passwords for the Lost Vikings [see "SWATPro," October '93]. Anyway, I just wanted to thank you for mentioning me—this time made me feel even better than the first time did!

Darren Johnson, LucasArts

Darren, we're glad GamePro *could be the first rung on the ladder of your success, and it's good to see you've moved from finding Lost Viking codes to becoming a prominent team member at LucasArts. Did you know Dan Elektro once sent in Mortal Kombat codes—and now he's working for us! If there are other success stories about readers who sent in codes to* GamePro, *e-mail us at* ***comments.gamepro@gamepro.com****. We'll print your stories in future issues.*

REBEL MOON SETTING

In a previous issue, you had a preview of an awesome game called Rebel Moon Rising [see "Sneak Previews," March '97]. The pics looked great and the game sounded cool! What happened to it? I've never seen it again! Please tell me where I can get this game.

Rusk0 via Internet

Rebel Moon Rising was originally slated for release on both the PC and the PlayStation, but GT Interactive decided to hold the PlayStation version and see how well the game sold on the PC side. Since then, it's decided to can the PlayStation version altogether. Check GT's Web site at ***www.gtinteractive.com*** *or call (800) 469-5961 for info about ordering the PC version of the game.*

OCEAN IN SLOW MOTION

I was really looking forward to Mission: Impossible for the Nintendo 64, which was supposed to come out in November '97. I wanted to see if the game had any resemblance to the movie (like GoldenEye). Why was it delayed, and when is it coming out?

Wjack70160 via Internet

We've just received word from Ocean that Mission: Impossible is back on track again after nearly a year of delays. Although it was reluctant to give an exact release date, Ocean is trying to have the game out by the second quarter of 1998 (June seems likely). Look for an update in an upcoming issue of GamePro.

GOOD SHARK HUNTING

Can you supply a link to Shark, Inc., who manufactures the Memorycard Plus for the PlayStation? My son lost the instructions, and he isn't able to turn the page back to retrieve information.

Steve Rodgers

We're pretty sure you're asking about the Game Shark, which is made by Interact. You can check out Interact's Web site at ***www.gameshark.com****, or if you're not connected, try calling its help line at (410) 238-2424.*

SUPER NINTENDO
ENTERTAINMENT SYSTEM

GUNNING FOR SNES

My boys and I read your magazine all the time—it's absolutely the best! We have a substantial investment in the SNES (two machines and 58 games), so we'd like to stay with it for a while yet. We've rented the N64 and the PlayStation to see which advanced system we prefer. The abundance of first-person shooter games for the PlayStation has certainly won us over. Are there any first-person shooters for the SNES that are similar to Area 51 for the PlayStation? If there are, can you use a light gun instead of the controller? Does Nintendo plan to produce any shooters for the N64 that use a light gun and not the controller?

One last question: Our SNES is hooked up to our home-theater system, which provides great sound and effects—and the large screen also adds great realism to the games. We just purchased a Sony DVD player for home movies, which has me wondering if there is any intention for the DVD format to be used for video games. The storage capacity is phenomenal, and it would seem ideal—if not the prime successor—to current formats. Any rumors on this front? Thanks much, and keep up the great work!

Michael, Sean, and Shane Colclough; Black Creek, British Columbia

First-person shooters for the SNES were rare, but certainly Lethal Enforcers I and II (by Konami) are two of the most well-known. As for the N64, we know that several peripheral companies have light guns for the N64 on their drawing boards, but so far, not one game publisher has come forward to announce a gun game!

As for DVD games, there are already a number in development for the PC (Tender Loving Care, a murder mystery from Trilobyte starring John Hurt, is one that we've seen). It's possible that DVD drives will show up in the next generation of console systems, so stay tuned at the end of 1998 into 1999 for developments regarding DVD games.

oops! *The preview of Masters of Monsters in the March issue listed the wrong developer and publisher. Master of Monsters for the PlayStation is being developed by ASCII Japan and published by ASCII.* GamePro *regrets the error.*

Tell Us What You Think!

This is your magazine, so tell us what you'd like to see in it. Send your letters to:

GamePro Magazine
Dear Editor
P.O. Box 5828
San Mateo, CA 94402

We cannot publish all letters and e-mail messages, and ***we cannot send personal replies to your letters or e-mail.***

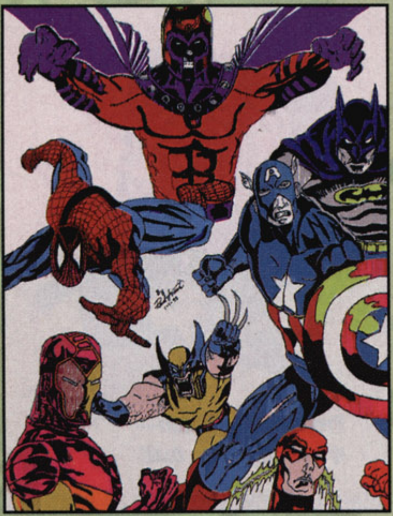
E-mail us your comments at this Internet address:
comments.gamepro@gamepro.com

Art Attack

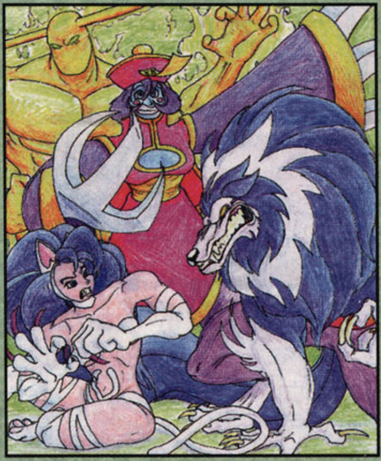
Pick of the Month

PRIZE!
This month's winning artist will receive a GamePro T-shirt!

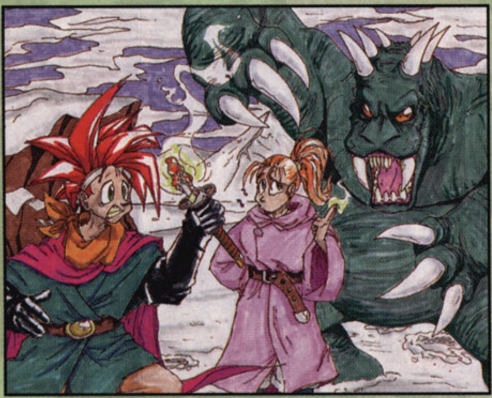
GAMEPRO
Video Games
Warrior



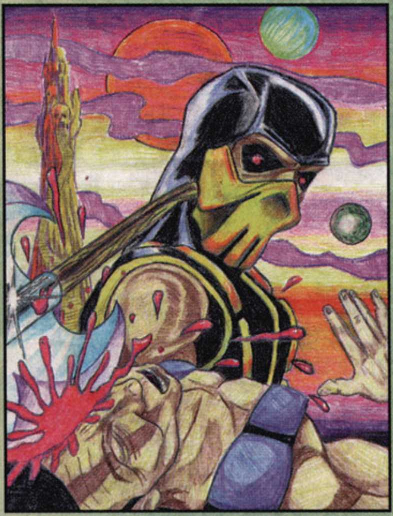
Raul Garcia, Santa Ana, CA



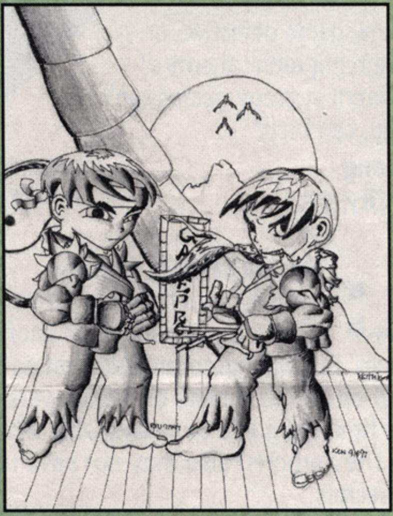
Swampfox, Athens, GA



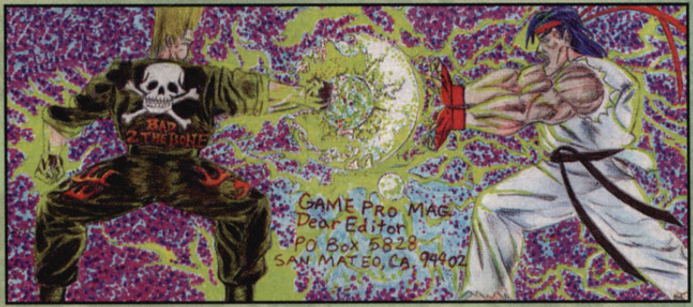
Katy Hargrove, Athens, GA



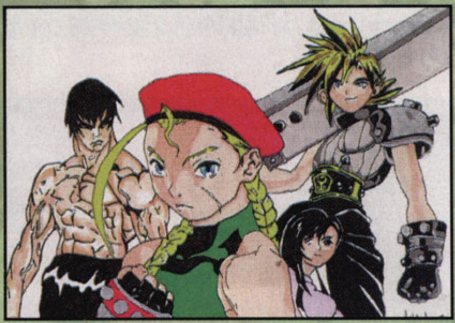
Jacob Richardson, Poteau, OK



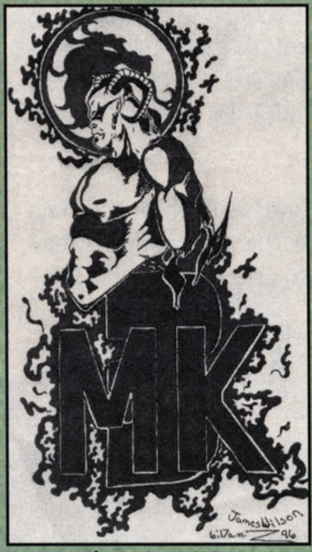
Keith Garvin, Brooklyn, NY


BAD 2 THE BONE
GAME PRO MAG
Dear Editor
PO Box 5828
SAN MATEO, CA. 94402

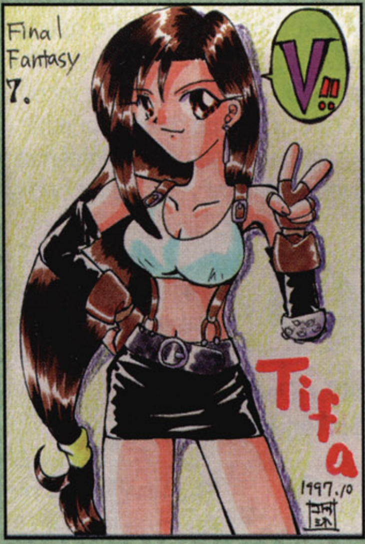
William Bryant, Sherman, TX



Timmy Shay, Ringues, TX


MK
James Wilson

James Wilson, Otto, NC


Final Fantasy 7.
V!!
Tifa
1997.10

Miho Koto, Marysville, WA

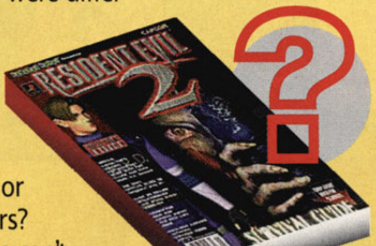
BUYERS BEWARE

By The Watch Dog

A nice Milk Bone for my mom is always a pleasant gift for her on Mother's Day. Pleasant, though, is definitely not the word to use to describe the agitated gamers below. If their mamas can't keep them in check, hopefully these answers will!

Q: I recently purchased the "unofficial" *Resident Evil 2 Perfect Guide* by Versus Books and found that its game rankings were different than those in the game. I then bought the "official" *GameFan Resident Evil 2 Survival Guide*, and it showed the same discrepancy. Is my game defective, or are these typographical errors? Two different strategy guides can't be wrong, can they?

Craig Lang
Union City, CA



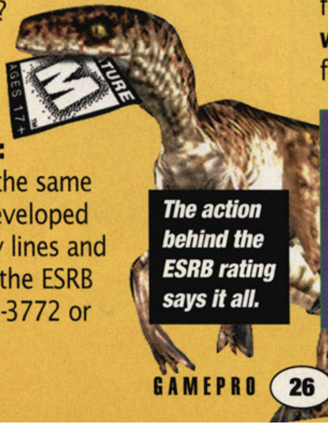
Authorized vs. unauthorized: Is there a difference?

A: The Watch Dog replies: Actually, two different strategy guides can be wrong. Unauthorized or unofficial guides may sometimes contain inaccurate information because they may be based on an incomplete or foreign version of the game in order to time the guide to be available when the game is released. The author(s) also may not have uncovered all of the game's secrets.

Official guides usually provide the most complete and error-free strategies and tips because the game's developer helped the author(s) obtain the needed information. In the case of RE2, the "official" Resident Evil 2 guide contains mistakes because it was based on an incomplete version of the game. As a rule of thumb, before purchasing any strategy guide, be sure it's written based on a completed version of the game. The Dog won't ask why you bought two guides for the same game.

Q: Why is The Lost World: Jurassic Park for the PlayStation rated Teen while The Lost World for the Genesis is Kids to Adults?

Mike Dolan
Spring Hope, NC



The action behind the ESRB rating says it all.

A: The Watch Dog replies: Even though they have the same title, the games were developed by different companies, so their story lines and levels of violence differ. For more on the ESRB ratings, contact the ESRB at (800) 771-3772 or online at **www.esrb.com**.

Q: Is it safe for me to play video games on my projection TV? I think they would look awesome on a big screen!

Richelle Quinto
Alameda, CA

Projection rejection—it's as simple as that!

A: A Good Guys video specialist tells us: "There should be no problem with playing video games on a projection screen as long as you don't pause and leave on the game. Doing that could burn a still image into the screen."

The Watch Dog adds:
Despite what retailers say, Nintendo, Sony, and Sega all recommend that you don't play video games on a projection screen. These companies believe there's too great a risk of having still images burned permanently into the screen. If you're unsure about the dangers of playing games on your projection screen, contact the manufacturer of your TV for more information.

Q: My N64 GameShark doesn't seem to work with Diddy Kong Racing, even though the GameShark manual contains codes for that game. The GameShark works fine with my other games, though. Which is defective—my game or my GameShark?

Danny Rose
via Internet

Even the GameShark goes through evolution.

A: An Interact customer service rep explains: "The GameShark needs to be updated occasionally to keep up with newly released software like Diddy Kong Racing. It could be that a code has locked up your GameShark or that your GameShark is outdated. We'll be more than happy to reprogram and upgrade your GameShark free of charge. Check out our GameShark Web site at **http://www.gameshark.com** or call (410) 238-1426 for additional information and help."

At *GamePro*, listening is what we do best. When you have a problem with a product or feel you've been ripped off, we want to know. If you have a complaint about a product, write to:

GamePro's Buyers Beware
P.O. Box 5828, San Mateo, CA 94402

Or e-mail us at *buyers_beware.gamepro@gamepro.com*

Microsoft

87th
DREADNAUTS

Outwars Memorial (item No. 328)

JET PACK

c.2389

Military relic from the 1st Outwars.

Belonged to a brave Dreadnaut soldier who warded off huge exo-skeleton creatures.

Found during excavation of the Galaxy Mini Mall, 2506 AD.

Rocketing across a 10,000-foot chasm

Exploring depths of Planet Oasis

Blasting ruthless Skull hordes

SingleTrac

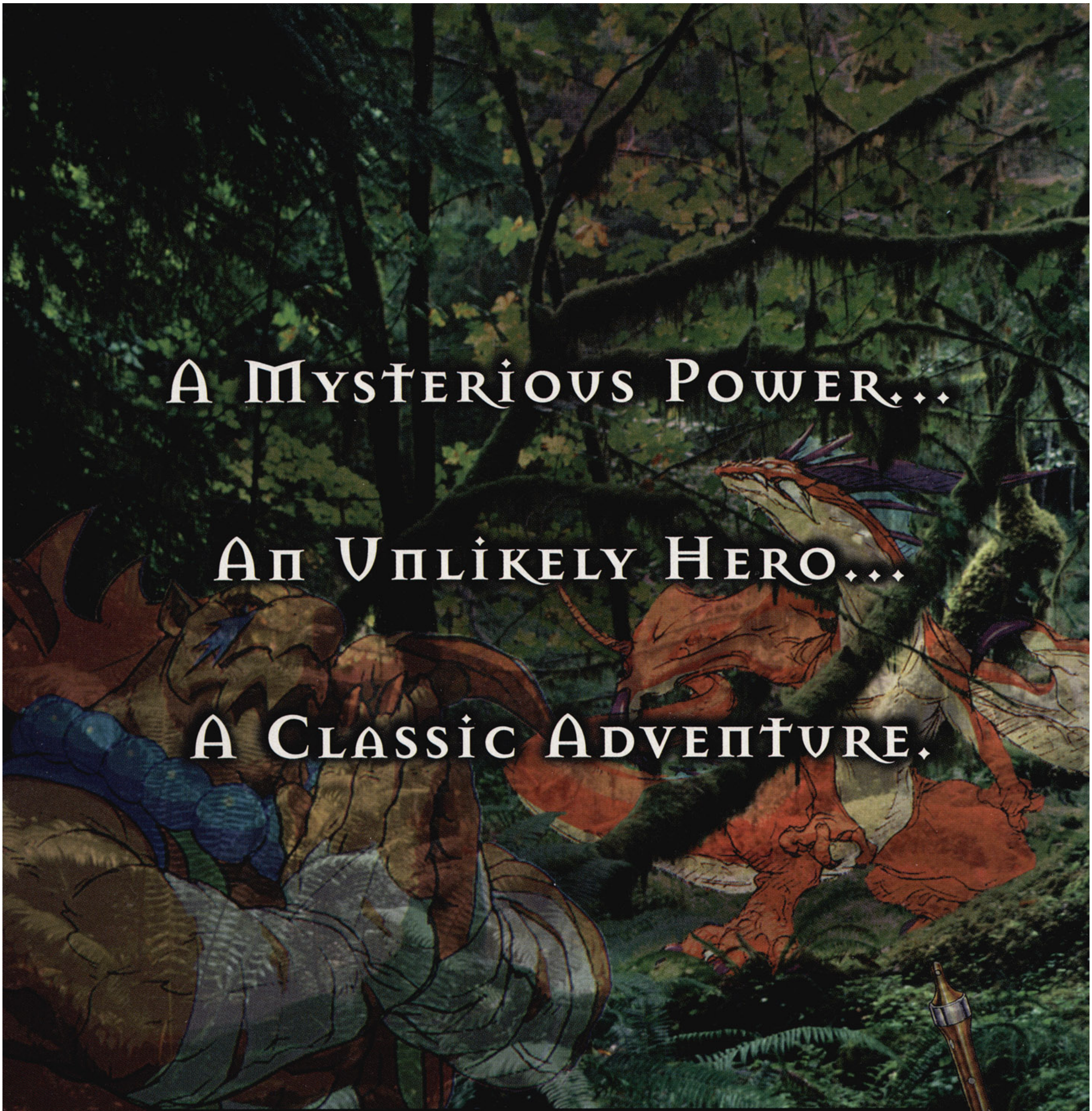
TEEN
AGES 13+
ESRB

Internet Gaming Zone

OUTWARS

www.microsoft.com/games/outwars

© 1998 Microsoft Corporation. All rights reserved. Microsoft is a registered trademark of Microsoft Corporation. Outwars is a trademark of SingleTrac Studio, a GT Interactive Company.


A Mysterious Power...
An Unlikely Hero...
A Classic Adventure.

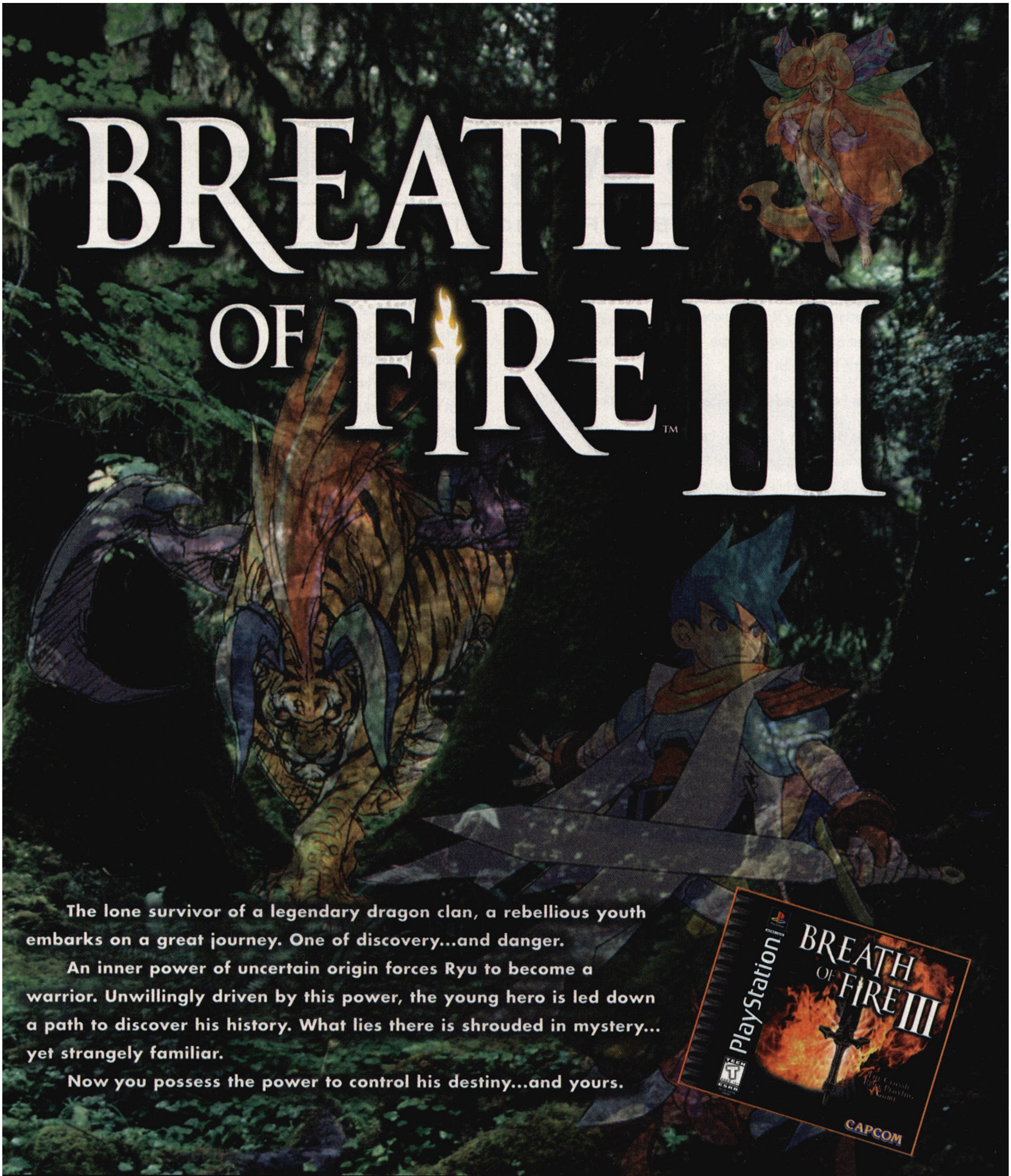
LizardMn
LizrdPet
Garr AP 2 HP 104
Ryu AP 60 HP 87
Peco AP 21 HP 59

Unleash the power of *Fire Blast* and 50 other spectacular magic spells.

Choose your allies well. Gain experience and master the skills needed to survive in this epic 3-D world.

Flseman
Ryu AP 60 HP 244
Peco AP 24 HP 106
Momo AP 76 HP 84

Release the dragons inside...transform into many different forms, each with unique special abilities.



The lone survivor of a legendary dragon clan, a rebellious youth embarks on a great journey. One of discovery...and danger.

An inner power of uncertain origin forces Ryu to become a warrior. Unwillingly driven by this power, the young hero is led down a path to discover his history. What lies there is shrouded in mystery... yet strangely familiar.

Now you possess the power to control his destiny...and yours.

TEEN T AGES 13+ CONTENT RATED BY ESRB

PlayStation

CAPCOM®

www.capcom.com

© CAPCOM CO., LTD. 1998 © CAPCOM USA., INC. 1998 ALL RIGHTS RESERVED. BREATH OF FIRE is a trademark of CAPCOM CO., LTD.
CAPCOM is a registered trademark of CAPCOM CO., LTD. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc.

See No Evil, Play No Evil

Florida Bill May Ban Public Display of Violent Games

Imagine a future America where you'd need to show proper identification to play Mortal Kombat 4. If you're not 18, you'd not only be restricted from playing the game, you wouldn't even be allowed to *see* Reiko battle it out with Raiden.

Sound scary? Now imagine having to do that as early as October of this year.

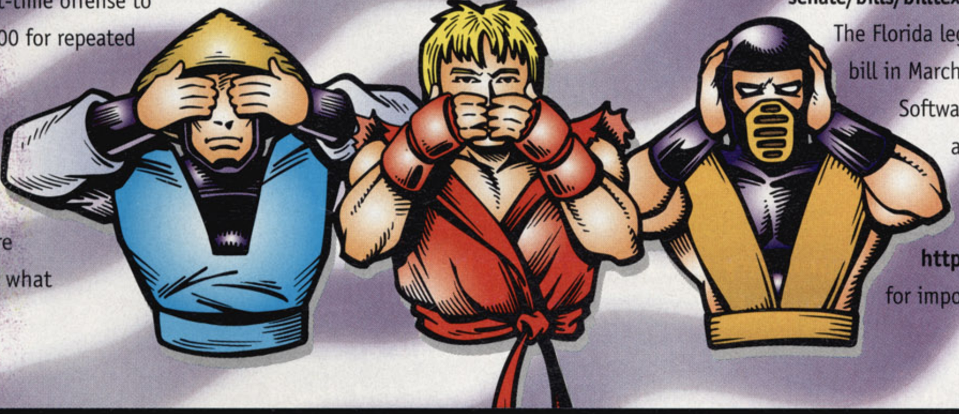
A bill named the Children's Protection from Violence Act has been proposed to the Florida legislature by Senator John Grant (R) and Representative Barry Silver (D). If the bill becomes law, it would prohibit "the public showing, display, or other exhibition in specified places of video games containing graphic violence." The bill defines a violent video game as one containing "the depiction or representation of death or severe injury, including, but not limited to decapitation, dismemberment, repeated instances of bloodshed, or grotesque cruelty."

Furthermore, arcade owners would be required to check the age of anyone under 18 who might be in the vicinity of violent games, since it would be illegal to "allow any person under 18 years of age to patronize, visit, or loiter in such place of business." Failure to comply would result in fines from $5000 for a first-time offense to a maximum of $50,000 for repeated offenses.

By the bill's definition, gory games like MK4 and House of the Dead are clearly covered, but what about Marvel vs. Capcom, a non-bloody but still violent game that depicts "serious injury"? Or even NFL Blitz, a sports simulation with exaggerated sacks and tackles? Would minors be allowed in an arcade that contained a violent game even if the machine was placed in an adults-only room? What if other states follow suit? Are we headed for an era of illegal video-game speakeasies where 14-year-olds will knock on unmarked doors, offering the password "Sub-Zero sent me"? Well, maybe not, but as with any proposed law, these gray areas will need to be addressed.

Senator Grant and Representative Silver want restrictions on violent games in Florida.

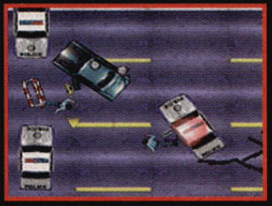
While the bill is aimed at arcades, it could be applied to the home market as well, and Rep. Silver has made it clear that violent home games are his next target. The complete text of the Children's Protection from Violence Act can be read online at **http://www.leg.state.fl.us/session/1998/senate/bills/billtext/html/billtext/sb0696.htm**. The Florida legislature was to discuss the bill in March, but the Interactive Digital Software Association is lobbying against it. Check future installments of "ProNews" and GamePro Online at **http://www.gamepro.com** for important updates.



news bits

Brazil Bans Grand Theft Auto

While Florida debates violent gaming at home, the Justice Ministry of Brazil has banned the sale of Grand Theft Auto, the brutal PC game of car-jacking and mayhem. Last October, the ministry also banned Carmageddon, which rewards drivers for mowing down pedestrians. In Brazil, homicide is the leading cause of death among male teens, and the country recently instituted strict traffic laws in an effort to reduce fatal auto accidents. Grand Theft Auto for the PlayStation is due out this spring in the U.S.



Cartoon Coming for Bug!

The Saturn may be sinking in the U.S., but a new business deal proves that you can't keep a good bug down. Sega of America has partnered with Alliance Communications, the company responsible for the computer-generated cartoons *ReBoot* and *Beast Wars: Transformers*, to create a TV series based on the Saturn platform hero Bug. Each episode will feature three shorts starring Bug, Kibosh, Kerfuffle, and the Super Videots. Watch for 13 half-hour episodes to hit the airwaves as early as this fall.

EVERYONE
E
CONTENT RATED BY
ESRB

NINTENDO64

WHAT HAPPENS AT OVER 1,000 MPH

WHEN YOU'RE BLAZING OVER NEON-STUDDED BUILDINGS, UP AND DOWN BRIDGES, THROUGH TUNNELS, AND ACROSS THE MOST ELECTRIFYING RACETRACK YOU'LL NEVER GET TO SEE BECAUSE YOU'RE GOING SO FAST, AND YOU'RE TOO SCARED TO TAKE YOUR EYES OFF THE CONTROLS?

AERO GAUGE

YOU DON'T KNOW - YOU'VE NEVER GONE THAT FAST BEFORE. UNTIL AEROGAUGE - THE FASTEST N64 RACING EXPERIENCE.

ASCII
ENTERTAINMENT

www.asciient.com

customer service:
650 780 0166

©1998 ASCII Entertainment Software, Inc. All rights reserved. ASCII Entertainment, ASCII Aerogauge and the ASCII Aerogauge logo are trademarks of ASCII Entertainment Software, Inc. Nintendo, Nintendo 64 and the 3-D "N" logo are trademarks of Nintendo of America Inc. The ratings icon is a trademark of the Interactive Digital Software Association. All other brand and product names are trademarks and registered trademarks of their respective holders.

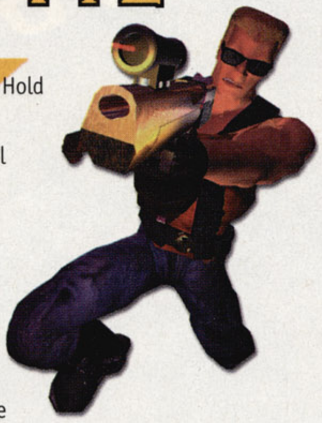
TOTAL TIME 0:38:277
266

TOTAL TIME 0:01:739
122

TOTAL TIME 0:28:283
340

8/8 POSITION
TOTAL TIME 1:43:767

DUKE NUKEM: THE MOVIE



Schwarzenegger. Willis. Van Damme. Nukem. Nukem? Hold on to your popcorn, folks–Duke's going to the movies, thanks to a freshly inked deal between GT Interactive, 3D Realms, and Threshold Entertainment.

"With his blond crewcut, beefed-up body and tongue-in-cheek tough-guy irreverence, Duke Nukem is the most recognizable male action hero in interactive entertainment today," said GT Interactive CEO Ron Chaimowitz. "Duke Nukem commands a strong presence in the gaming world, and we look forward to the opportunity of translating that phenomenon into a feature film," added Threshold CEO Larry Kasanoff.

Threshold has struck gold with game movies before, producing two *Mortal Kombat* feature films which earned a combined $100 million in the U.S. alone. Duke's film details are still being worked out, so no plot or stars have been announced, but expect Threshold's talent with digital effects to be a major force.

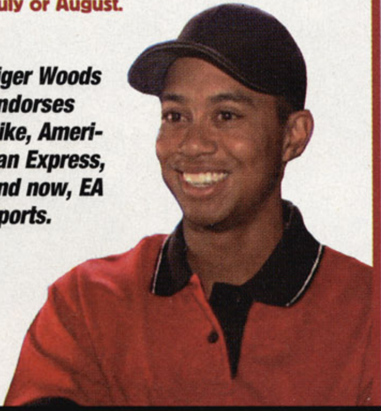
But while the companies congratulated each other, one man felt the arrangement was already overdue. "It's about friggin' time my good-lookin' mug was brought to the big screen," snarled Duke himself, currently warming up for his next games, Duke Nukem: Time To Kill (PlayStation) and Duke Nukem Forever (PC). "I was about to bust some serious butt if Threshold, GT, and 3D Realms took any longer to put this deal together!"

TIGER WOODS TEES OFF FOR EA

Move over, Madden–there's a Tiger on your tail. Electronic Arts recently announced that golf phenomenon Tiger Woods has signed a four-year agreement to endorse a series of EA Sports golf games for the PlayStation and PC. Tiger will not only lend his name and likeness to EA Sports products, but will help in the design of future games as well.

"I've played video games for many years," said Woods. "The chance to work with the top brand in sports gaming and play a key role in the design of an interactive golf product will be an exciting challenge."

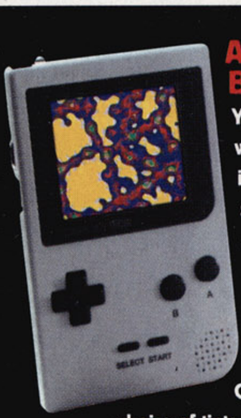
While Tiger is surely being handsomely compensated, EA received its own financial perk the day the deal was announced–the company's stock jumped 10 percent. Look for Tiger's first EA game appearance this July or August.



Tiger Woods endorses Nike, American Express, and now, EA Sports.

Static

Okay, everyone, repeat after us: "There is no Lara Croft nudity code. There is no Lara Croft nudity code." Get out and meet a real girl already. • The WWF's Cactus Jack wants a piece of Johnny Ballgame, but we can't mention which piece... • Wait a minute...U R NOT E...U-R-not-red-E...You are not ready! We get it! We finally get it! • Yet another company recently bragged about how its newly released game earned more money than most feature films during a weekend. Congratulations, guys—but since your product costs $50 and a movie ticket costs $7, you're still only reaching 1/7th of the people they are. When you can start matching units sold to tickets sold, call us. • So where's Donkey Kong Country 64 already? • As usual, don't believe everything you read at that other gaming Web site. T•HQ says its preview of WCW Nitro for N64 is totally false, and no 64-bit port of Nitro is on deck. When you're tired of hearing rumors and chasing shadows, log on to **www.gamepro.com**. • HotRod Todd's a dirty little sniper in Quake II, so feel free to chaingun him to shreds if you see him playing online. • Hey, Sony marketing guys! Put the hidden codes back into your ads. That was a brilliant tactic—it turned your game ads into games themselves, and gave people a reason to stare at still images of your products for 10 minutes at a stretch. • Dan Elektro says, "Never mind Donkey Kong Country—let's see Donkey Kong 64!" • Bloody Roar...Bloody Roar...Bloody Roar...Bloody Roar...



A Color Game Boy–At Last

You heard right–Nintendo will finally bring color to its hand-held hit. The new system will be roughly the same size as a Game Boy Pocket, can display 56 colors from a palette of more than 32,000, and runs all existing Game Boy games in your choice of tints. Look for it later this year.

GamePro Labs

UltraRacer 64

RATING: 4.0

The UltraRacer 64 operates much like a remote-control car controller: There's a trigger underneath to control acceleration and braking, while the two-inch foam-padded disc on top enables you steer your onscreen car with an actual wheel. The unit sits comfortably in the hand, supports memory and Rumble Paks, and 14 of the 16 buttons can be remapped. That's good, because navigating menus without a joystick quickly becomes a confusing chore.

Sloppy steerers like San Francisco Rush didn't perform any better than normal, but games with tight controls, such as F1 Pole Position 64, only got better with a real wheel. After about a half-hour, your hand begins to cramp, but it's easy to simply switch hands–lefties and righties will find themselves on equal ground at last. The UltraRacer 64 isn't as innovative as the NegCon, but it's still a good ride.

Price: $29.99. Contact: Performance, http://www.interact-acc.com

QUESTION:

You're playing first base and the batter smokes a liner right over the bag. You have no chance to make the play, but luckily the ball hits the umpire and bounces into your glove. The umpire calls the batter out and sends him back to the dugout.

TRUE *or* **FALSE**

FOR THE CORRECT ANSWER, GO TO PAGE 52

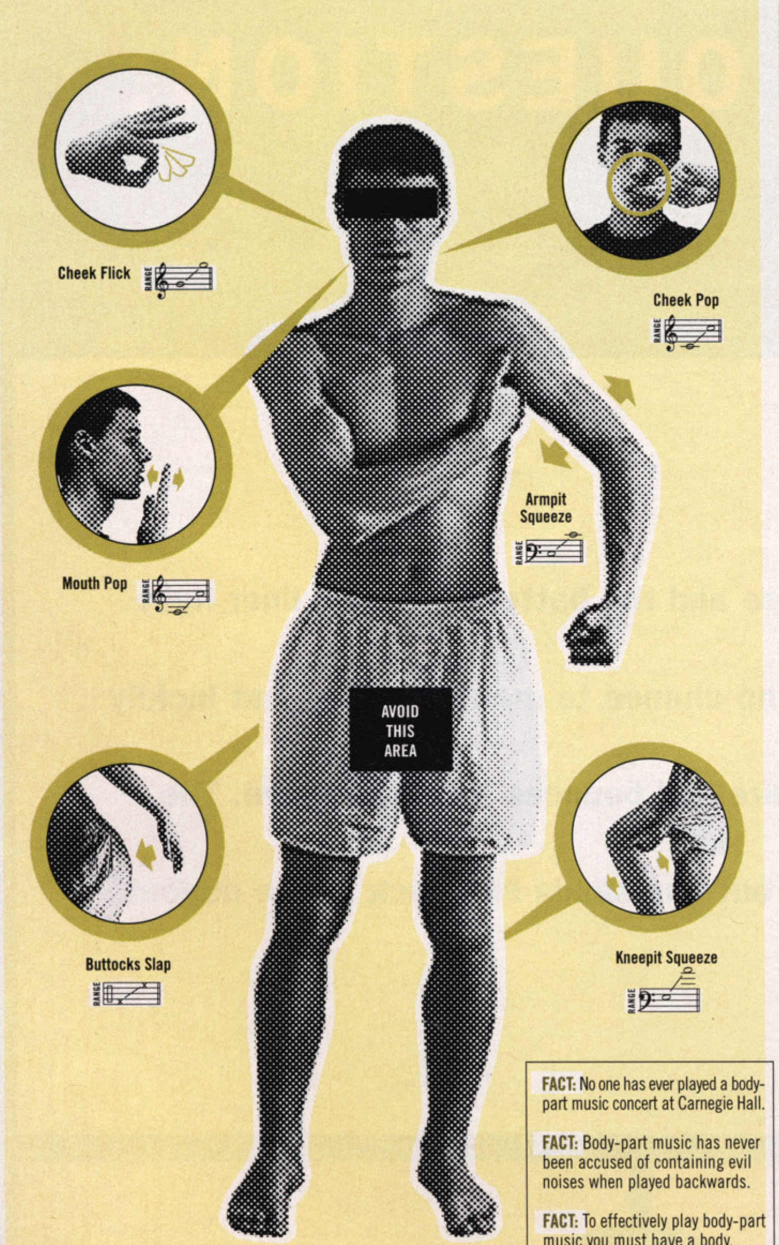
NO. NK5-0TB

CHERRY COKE® INSTRUCTIONAL SERIES

NO. NK5-0TB

BODY-PART MUSIC

The human anatomy is a potpourri of music potential. Here's your guide to playing it all.



FACT: No one has ever played a body-part music concert at Carnegie Hall.

FACT: Body-part music has never been accused of containing evil noises when played backwards.

FACT: To effectively play body-part music you must have a body.

DETAIL

HAND WHISTLE

To reach a variety of notes, cup your hands together to create a hollow cavity, like when catching a grasshopper (for those who've only tortured and squished grasshoppers, this will take getting used to). Then blow across the opening made by your thumbs. To vary the pitch, open and close your fingers.

HEAD KNOCK

Use a clenched fist or open palm to make this sound. Just beware, rapping the top of your noggin can be painful. Of course, all great artists suffer for their art.

MOUTH POP

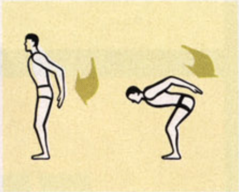
Popping your mouth creates great musical sounds. But a word of warning: avoid doing this when intensely jamming. One overzealous strike can hurt like the dickens, and causes blisters.

ARMPIT SQUEEZE

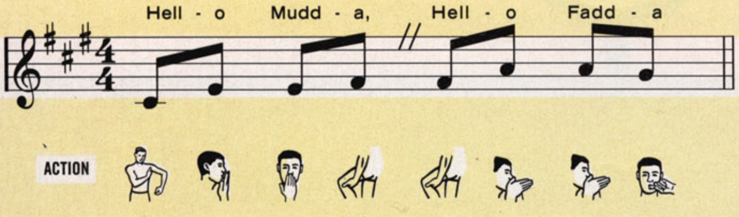
To most, a hand in the armpit is nothing more than the whoopee cushion of human anatomy. To a body musician it's a finely-tuned instrument. Just make sure your palm is facing inward and your hand is slightly cupped. This ensures you achieve maximum sonic quality.

BUTTOCKS SLAP

The buttocks can produce various pitches depending on your body's position. When upright, a firm strike creates a low tone. Bending over tightens the skin, creating a slightly higher pitched tone.



Now you're ready to play



size 20 fl.oz.
CHERRY COKE

DISCLAIMER - People mock what they don't understand. Geniuses throughout history have been forced to endure the artistic ignorance of fools. As a body musician you may also face this problem. People might be inclined to heave mushy rotten tomatoes at your head. Be warned.

DO SOMETHING DIFFERENT.®

SLP. 3402-457

1:6
scale

www.cherrycoke.com

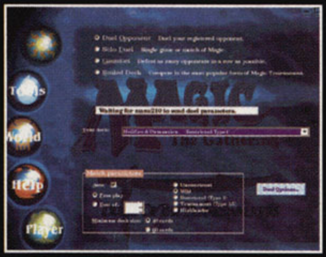
©1998 The Coca-Cola Company. "Cherry Coke" and "Do Something Different" are registered trademarks of The Coca-Cola Company.

ManaLink: The Ultimate Magic Trick

The popular trading-card game Magic: The Gathering casts its spell on online gamers—at last!

By Dan Elektro

When MicroProse announced it was creating a PC version of the insanely popular card game Magic: The Gathering, gamers rejoiced. What better way to play the complex, often confusing strategy contest than electronically, where a computer can worry about the rules? Unfortunately, the game shipped without multiplayer capability, leaving one of the world's best two-player games one player short.



Before each match, both players must agree on the type of decks to be used and the length of the battle.

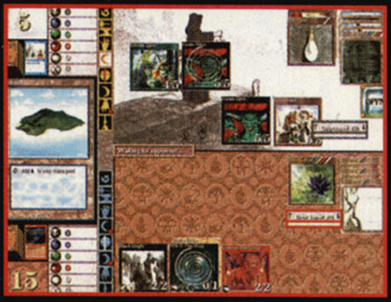
At long last, MicroProse has released ManaLink, Magic's multiplayer element, which you can download for free and which is also included as part of the game's second CD-ROM expansion, Duels of the Planeswalkers. If you have the software for TEN, Magic's official online service, and the desire to shoot lightning bolts at complete strangers from around the world, ManaLink will make you very happy, indeed.

Pick A Card, Any Card

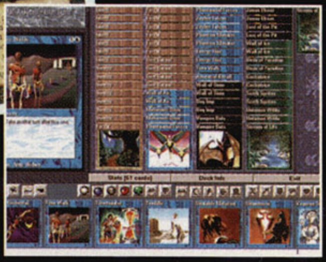
Traditional paper-card Magic is a game for the rich. Rare, out-of-print cards like the Black Lotus and Mox Sapphire can easily cost hundreds of dollars each. But the PC version comes stocked with these killer cards and many more, so your strategies are no longer limited by your wallet.

Assembling an online deck is extremely easy; simply choose your cards from Magic's collection of 700 or so at the bottom of the screen and drag them into the main window. Save your deck to a disk and you can trade it with your friends, or just use it to trade blows with your enemies.

When you log onto TEN, ManaLink automatically launches and registers your name with the server. A window opens to let you chat and challenge other players; once two people agree on the parameters of the game (which decks are allowed, how many rounds, etc.), it's off to war on the magical planes.



Online and network Magic looks just like the single-player version with one important addition: A human brain in the opponent slot.



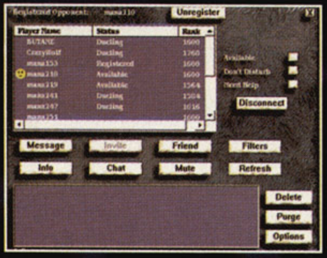
Out-of-print cards like the Black Lotus and Time Walk are yours for the taking in the online version of Magic.

Fresh Blood

The free Magic lobby of TEN matches up players from around the world. Fortunately, latency isn't much of a problem, even in international matches; finding a quick-playing opponent, however, is another matter. Magic strategy demands player concentration, and most usually take their time. However, it's a bummer that you can't do simple, local things like adjust your desktop settings or card layout while you wait for your opponent. These may be fixed, however, as player feedback pours in.

The Adventures of ManaLink

ManaLink is currently available from MicroProse's Web site. G



You can view each player's status and skill rating, so if you're about to play a shark, you'll know it.

MAGIC: THE GATHERING

TEN and ManaLink provide chat space before, during, and after matches.

Conjuring Online Magic

URLs: *http://www.gathering.net* or *http://www.microprose.com* or *http://www.ten.net*

Available: Now

Price: $48.99 for Duels of the Planeswalkers CD (includes original Magic plus expansion pack and ManaLink). ManaLink is also downloadable for free to current Magic owners.

Minimum System Requirements: Windows 95, 486DX/100, 16MB RAM, 115 MB on hard drive, Quad-speed CD-ROM, SVGA graphics, 14.4 modem, TEN software

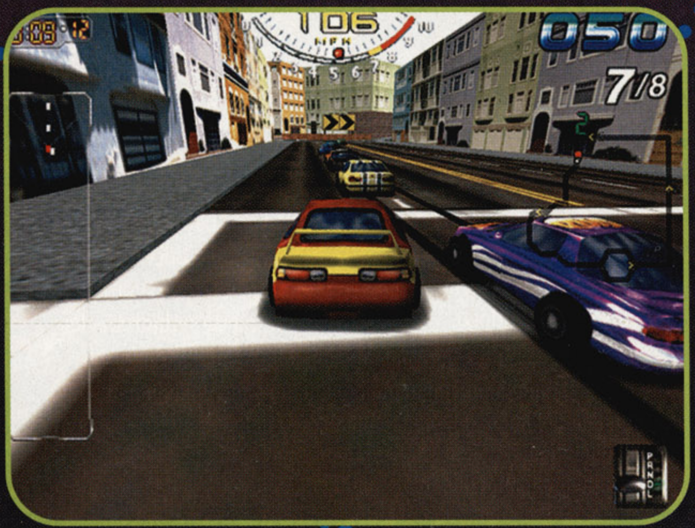
E-mail us your comments at this Internet address:
comments.gamepro@gamepro.com

THE CUTTING EDGE

Catch a Wave: WaveNet

California's famous for its surf, but it's about to see a new wave wash across its arcades.

By The Whizz



Midway plans to rock the arcades with WaveNet, its new multiplayer online arcade gaming system. Spearheading the effort is Rush the Rock, Midway and Atari's rock 'em, sock 'em arcade racing game, which lets racers in Los Angeles and the San Francisco Bay Area play each other.

In fact, if you're on the West Coast and tuned into the arcade scene, maybe you've already had a chance to drive in a Rush the Rock tournament, which Midway has been sponsoring to build up interest in WaveNet.

WaveNet Calling

In selected arcades throughout northern and southern California, up to eight players can drive against state rivals. The Rush arcade units are connected via proprietary telephone data lines which Midway has installed at key arcades.

These coin-op machines are standard straight-off-the-assembly-line versions of Rush, whose only special equipment is a single datacard plugged into an existing slot in the unit. Since the units are still in the testing phase, all Midway is willing to reveal about the cards is that they are similar to typical Ethernet network cards.

Doin' Time on the Rock

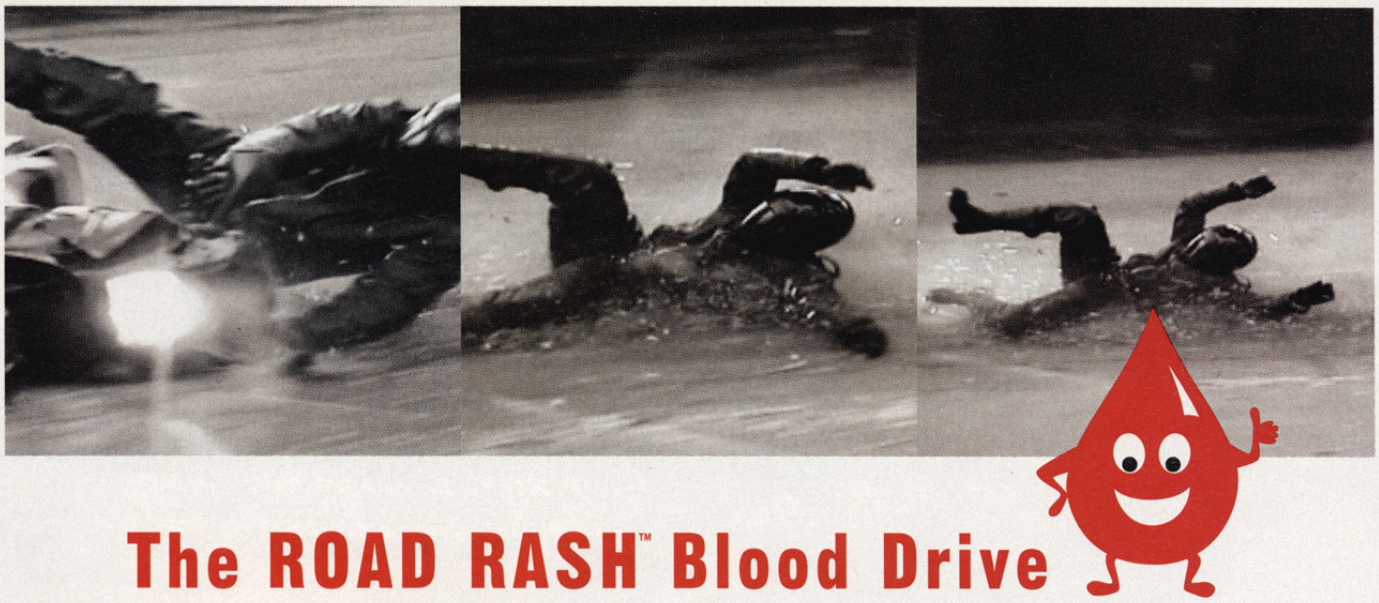
In order to play Rush online, you must first register on the WaveNet machine to receive a PIN (personal identification number), input your handle or name, and enter a skill level. Then you wait by your coin-op car for the display screen to indicate that seven similarly skilled players have logged on and are ready to race.

Once the competitors jam on the accelerators, Rush online looks pretty much like... well, Rush the Rock. The only noticeable difference will be that whenever you pull up behind another car, you'll see the name of that car's driver appear over it.

As you race, servers installed at certain California telephone companies just for this test sling all the data back and forth over the WaveNet through a telephone line. The system keeps tabs on the results and ranks every driver, so that they can improve their times during their next run or try to beat the best time.

Waves of the Future

WaveNet action actually began three years ago when Ultimate Mortal Kombat arcade machines were linked during another test in Chicago, Midway's home turf. The positive feedback from that setup eventually led to the current Rush test in California. Depending on the success of Rush the Rock for WaveNet, NFL Blitz '98 will be the next game to go online. And although Midway is not yet ready to go on the record, bet that Mortal Kombat 5 will be WaveNet compatible. One thing's for sure: Midway certainly has the muscle to make some Waves. G



The ROAD RASH™ Blood Drive

“JOIN US IN THE RACE TO GIVE BLOOD.”

—Peter Plasma

A wreck like this can save up to six people!

RACING + COMBAT = DONATIONS!

To finish this vital equation, we need your help. By engaging in combat at extremely high speeds, you'll send relief to the people who need it most.

“I'm a quart low.”

“Hemoglobin please.”

ROAD RASH™ 3D

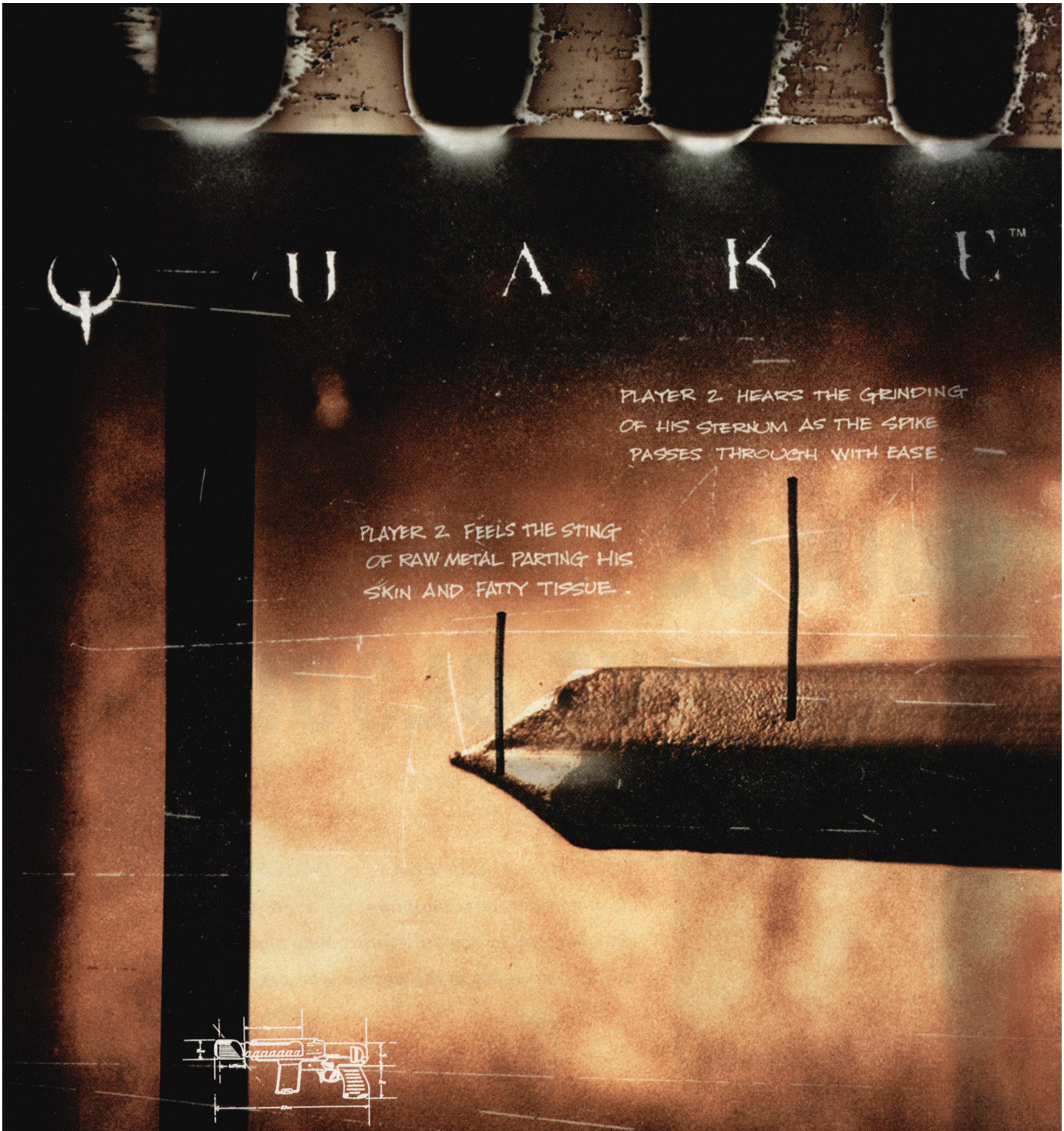
It's a whole new breed of Road Rash. Four gangs fight you to the finish in a perilous 3-D world. And the thrashin' beat of an Atlantic Records™ soundtrack keeps your pulse from stopping. Hopefully.

www.roadrash.com ELECTRONIC ARTS™

TEEN T AGES 13+ CONTENT RATED BY ESRB

PlayStation

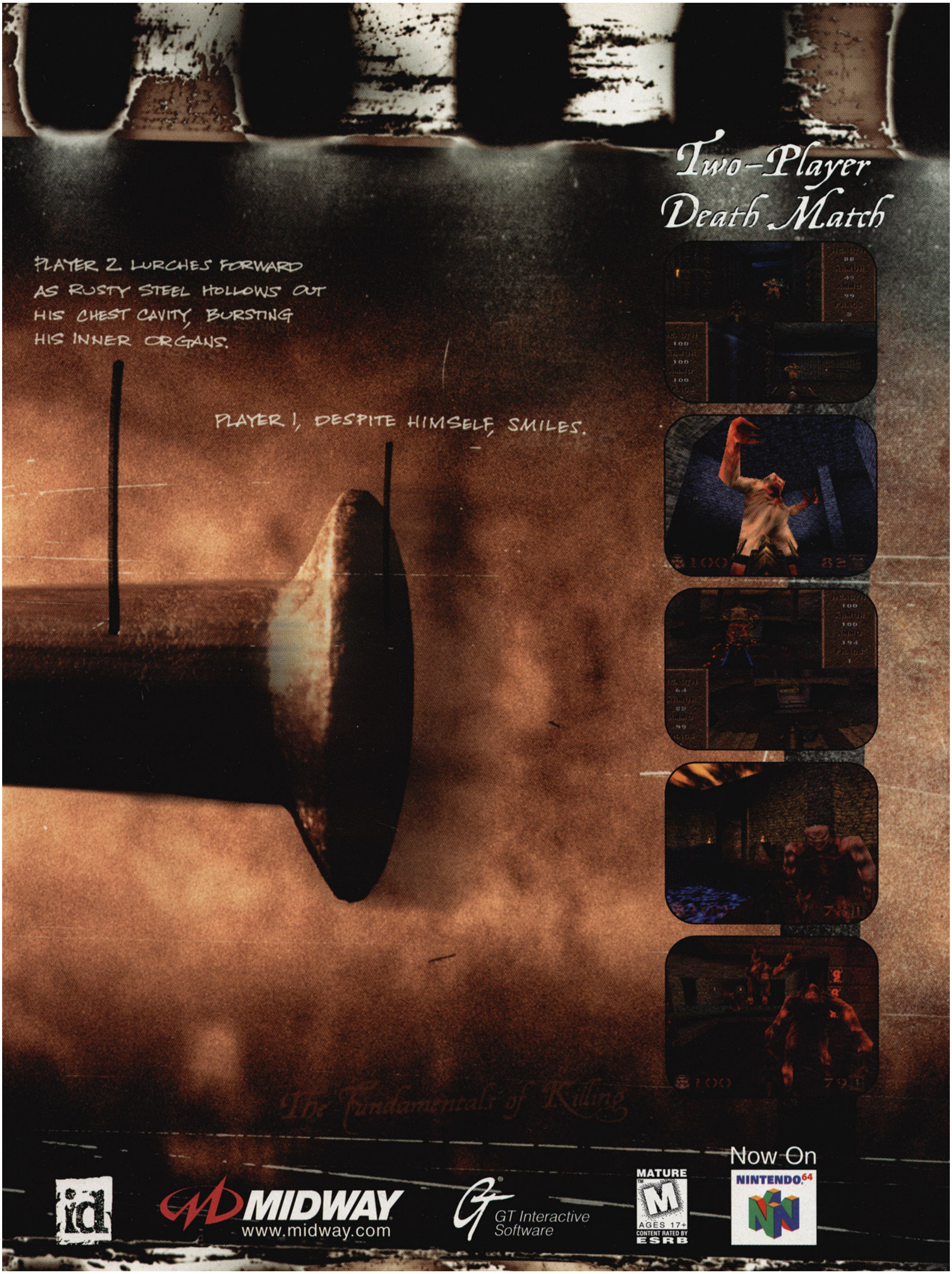
™ Road Rash and Electronic Arts are trademarks or registered trademarks of Electronic Arts in the U.S. and/or other countries. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc.


QUAKE™
PLAYER 2 HEARS THE GRINDING OF HIS STERNUM AS THE SPIKE PASSES THROUGH WITH EASE.
PLAYER 2 FEELS THE STING OF RAW METAL PARTING HIS SKIN AND FATTY TISSUE.

The Nail Gun
Short, Medium and Long Range

No tearful hugs. No warm handshakes. Just half a pound of buckshot to the chest. Or a railroad-size spike in the cranium. That's how you say good-bye to a friend. Introducing Quake for the N-64. With single-player mode and a two-player death match. Because after all, nothing says you care like a load of screaming hot steel in somebody's torso.

QUAKE® ©1996, 1997, 1998 Id Software, Inc. All Rights Reserved. Distributed by Midway Home Entertainment Inc. under sublicense from GT Interactive Software Corp. Quake® is a registered trademark and the Id Software™ name, the Q™ logo and the id™ logo are trademarks of Id Software, Inc. used under sublicense. MIDWAY® is a registered trademark of Midway Games Inc. GT™ is a trademark and the GT logo® is a registered trademark of GT Interactive Software Corp. Nintendo, Nintendo 64 and the 3-D "N" logo are trademarks of Nintendo of America Inc. ©1998 Nintendo of America Inc. All other trademarks are the property of their respective owners.

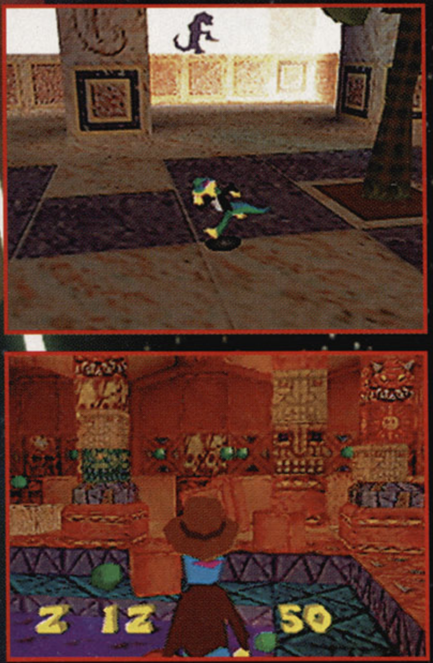

Two-Player Death Match
PLAYER 2 LURCHES FORWARD AS RUSTY STEEL HOLLOWS OUT HIS CHEST CAVITY, BURSTING HIS INNER ORGANS.
PLAYER 1, DESPITE HIMSELF, SMILES.
The Fundamentals of Killing
id
MIDWAY
www.midway.com
GT Interactive Software
MATURE
M
AGES 17+
CONTENT RATED BY ESRB
Now On
NINTENDO 64

Everything You Wanted To Know About Gex 64*

GamePro Exclusive!

We weren't afraid to ask! Come along as we bring on all the tough questions about Gex 64 in this exclusive!

By Scary Larry



Gex is ready for some Indy-type adventuring.

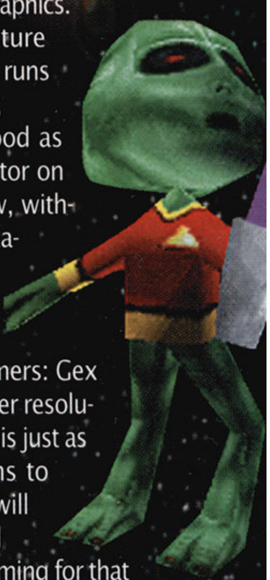
What happens when you take a wise-cracking, smart-ass gecko, give him a couple of huge levels to roam around in, and make him do things like eat bugs, flick his tail, and hop on the heads of his enemies? Well, either you get arrested, or you get Gex: Enter the Gecko for the Nintendo 64.

That's right, guys and gila monsters, his Lounging Lizardness is coming to the Nintendo 64. Gex: Enter the Gecko will be arriving in late July for N64 owners who have cast the green eye of envy at their PlayStation friends. If you've never played Gex before, then you'll love this version, which has refined the gecko and the gameplay. If you've already played and beaten the PlayStation version, you'll find the 30-plus levels here the same, with the exception of two new N64–only levels.

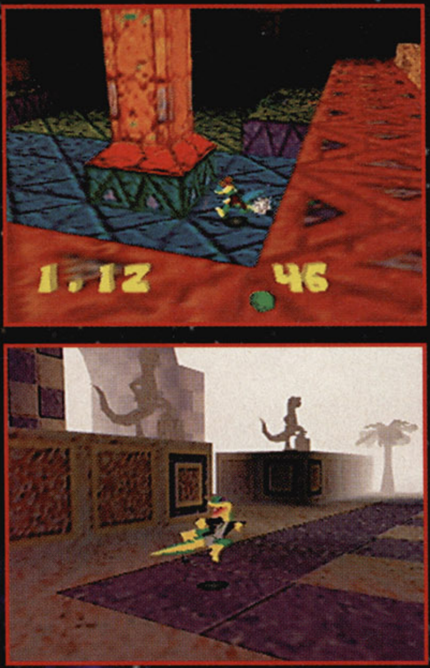
Let's Talk About Gex, Baby

Evan Wells, lead designer at Crystal Dynamics (the makers of Gex), had quite a bit to say about the Nintendo 64 vs. PlayStation hardware war, pointing out the N64's advantages. "The biggest coup for N64 Gex players is that they have an already functioning analog controller that came with their system. For the Sony version, we relied on people seeing the huge difference between playing the game with the clunky directional pad as opposed to using the smoother, more accurate analog controller. But you can't force people to buy an extra analog controller. For N64 owners, this was a non-issue."

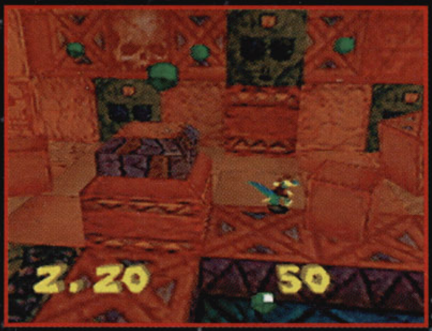
Wells went on to say that the camera angles in Gex 64 will be much easier to adjust with the N64's analog controller, and added, "The real plus is the way the N64 engine handles graphics. There's virtually no texture distortion—the game runs in 512x240 resolution, which is almost as good as a standard VGA monitor on the PC—and right now, without the speed optimization, we have it at about 30 frames per second."

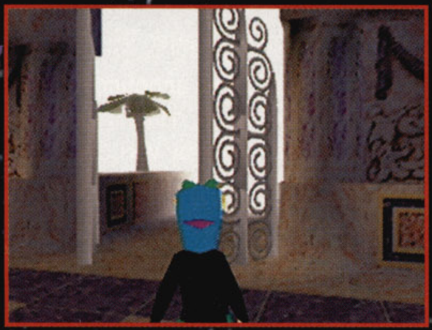


Translation for gamers: Gex N64 rocks with a higher resolution than Mario 64 and is just as fast. Other comparisons to Nintendo's plumber will also be inevitable, and Wells admits, "We're aiming for that Mario standard. We think we've achieved—and in some instances—exceeded it. One



In his first outing on the N64, Gex shows off a bagful of smooth moves.





Only a few screens were available of Gex N64, which is due out in late July, but the game shows a lot of promise, especially in the cleaner, detailed graphics.

of the great things that the engine lets you do is show spectacular water effects, and that's something we want to try with the N64 version of Gex."

All Quiet on the Gex-stern Front?

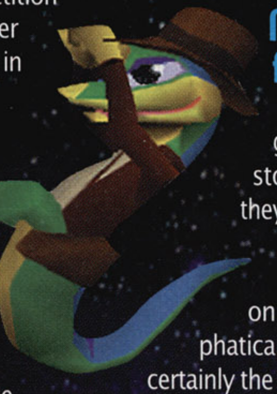
But there is one limitation that may make a difference to hardcore Gexans—the Nintendo 64's sound capabilities. Since PlayStation programmers stream audio from the disc, which has huge storage capacity, Gex for the PlayStation was loaded with over 600 one-liners. On the N64, however, that number is drastically cut to about 100 comments. On the N64, Gex will use one-liners in key areas instead of chattering throughout the game.

Will this limitation also affect the music? Probably not, since MIDI sound, which was used for the PlayStation version, translates perfectly to the N64.

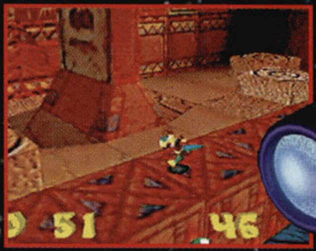
> **"We're aiming for that Mario standard. We think we've achieved–and in some instances–exceeded it."**
>
> *Evan Wells, Lead Designer, Gex N64*

A Tail of Two Systems

So will Gex N64 lick the competition this summer? And does it slither past its PlayStation counterpart in terms of gameplay and scope?



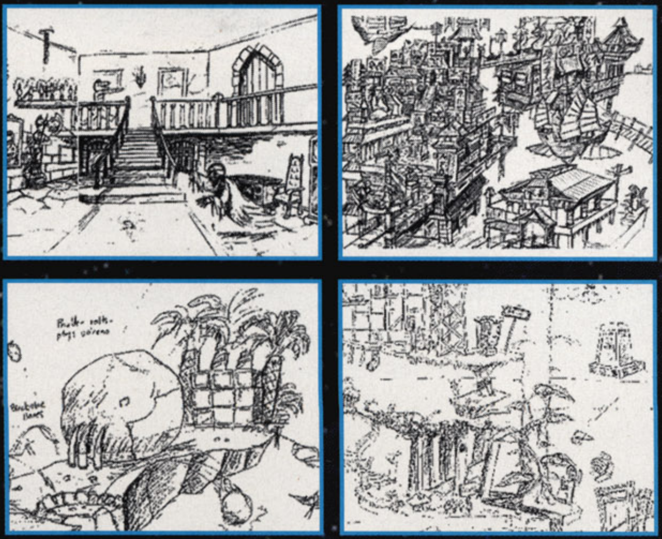
The PlayStation version of Gex was built from the ground up—Crystal Dynamics' programmers literally tore apart the PlayStation to figure out how the hardware handled things like graphics so they could make a better game. So the original Gex: Enter the Gecko represents a triumph for the PlayStation and for Crystal Dynamics. In doing the Nintendo 64 version, which is a port with two new levels added, the programmers found that they liked the way the hardware handled graphics. This, plus their time limitations, allowed them to just port the PlayStation game to the N64.



More in Store for the N64?

Crystal Dynamics' programmers don't want to stop there, though. What they would like to do is take a Nintendo 64 apart and build a game from scratch on that system. Wells emphatically states, "That is certainly the most tempting thing right now." **G**

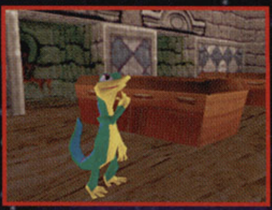
Level Designs on the Drawing Board

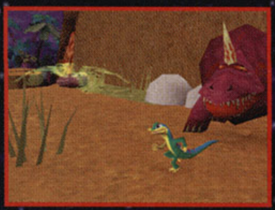


The intricate design of the levels in Gex for the N64 will surely mean longer gameplay exploration for gamers.

Gex: Enter the PC

If you can't wait for the higher resolution version of Gex on the N64, look into the 3D-enhanced PC version, which is out in stores now. Adrian Longland, a programmer at Crystal Dynamics, states that the PC version will improve on the PlayStation's with "obviously cleaner graphics, better filter correction, and a probable 512x384 screen resolution." Here are some screens to tide you over until you can check it out.



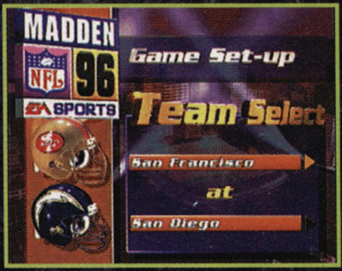


Vapor TRAILS

Why is some software previewed but never released? *GamePro* uncovers the true stories behind some of the greatest games that never existed.

By Dan Elektro

It's called "vaporware"—game software that's announced, developed, promoted, and previewed, but never released. Years of effort and millions of dollars go down the drain, and eventually, even the public forgets the game ever existed. But why does it happen? We dug deep to find the real stories behind a few recent games with potential that just plain disappeared.

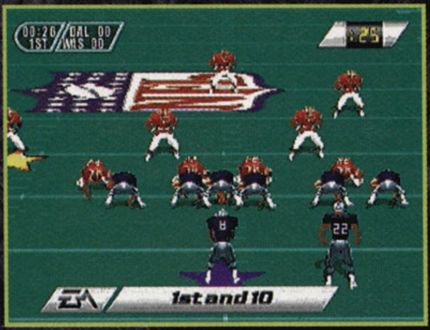


The Game: Madden NFL '96 (by EA Sports for the PlayStation)

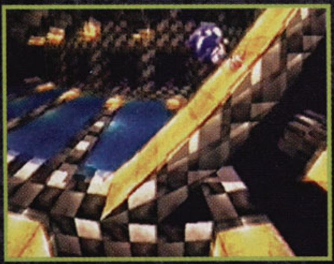
The Hype: The first Madden game on Sony's then-new PlayStation, Madden '96 was to be chock full of killer visuals and TV-style presentation. Many expected Madden NFL '96 to be the killer app that would help sell PlayStations by the truckload, much like the Madden series did for the Genesis.

The Expected Release Date: Fourth Quarter '95

The Reason: Shortly after Christmas '95, EA announced a nine-month delay and told gamers not to look for the game until the following fall. An EA spokesperson says the company was dissatisfied with the quality of the gameplay and wanted to "assure customers that the game would not only look good, but provide high-quality play for the life of the product." Apparently, that wasn't possible, and the franchise restarted from scratch with Madden '97.



Madden NFL '96 missed the PlayStation's first season.

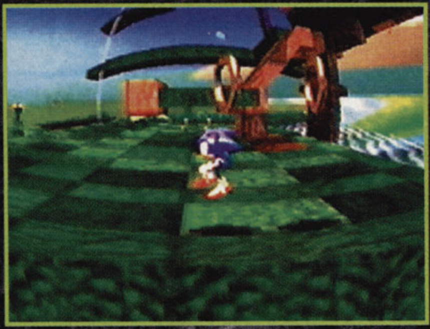


The Game: Sonic X-Treme (by Sega for the Saturn)

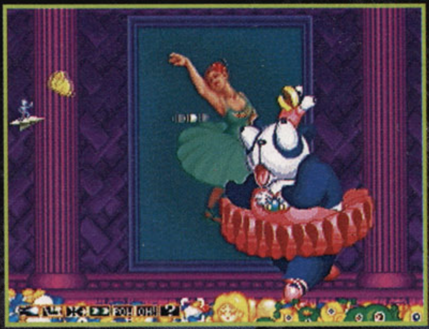
The Hype: Sonic's long-awaited Saturn debut pits the blue dude with a 'tude against Dr. Robotnik in a polygonal 3D world, this time collecting the six magical Rings of Order. New moves include the SpinSlash and the SpinStreak.

The Expected Release Date: Fourth Quarter '96

The Reason: "This game was like a test kitchen for future Sonic titles and other Sega character-based games," says a Sega spokesperson. "The concept was very high-end, and the game would likely not have been released by the holiday season 1996." Interestingly, the project wasn't a total loss: "Some of the design ideas and art helped in the creation of Sonic R."



The blue dude with the 'tude never got to bring his new moves like the SpinSlash to the Saturn.



Because retailers weren't excited about Parodius, U.S. gamers never got the chance to decide for themselves.

The Game: Gradius Deluxe Pack and Parodius (by Konami for the PlayStation)

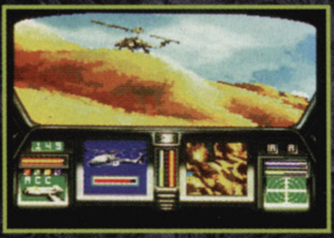
The Hype: Three games from Konami's hit Gradius series of side-scrolling shooters were assembled as a collection on one PlayStation disc and released to the Japanese market. As its title implies, Parodius parodied the company's own success, offering shooter gameplay with paper airplanes, octopi, cat-shaped pirate ships, ballet-dancing pandas, girls in bunny outfits, and other utter weirdness.

The Expected Release Date: U.S. versions looked like no-brainers, since both games were out in Japan, but Konami never announced an official American release date.

The Reason: According to a Konami rep, "The market size wasn't big enough" to warrant U.S. distribution for either title. "The retailers weren't excited about these games and that didn't make them economically feasible to bring over."

The Game: Comanche (by Nintendo for the SNES)

The Hype: NovaLogic's assault helicopter hit for the PC, ported to the SNES in all its Mode 7 glory. At the 1995 E3 show, Nintendo had the prototype connected to a swanky pilot's chair.


Problems with graphics and speed kept Comanche grounded.

The Expected Release Date: Fourth Quarter '95

The Reason: A Nintendo spokesperson says that the game just wasn't up to snuff. Graphics and speed problems could not be resolved, so the project was killed. A classic case of quality over quantity.

The Game: Eternal Champions: The Final Chapter (by Sega for the Saturn)

The Hype: The first 32-bit incarnation of Sega's console fighting franchise, presumably picking up where Eternal Champions: Challenge from the Dark Side left off on the Sega CD.

The Expected Release Date: The original box for the Sega Saturn promises a fall '95 release.

The Reason: A Sega spokesperson replies, "We channeled all our resources for fighting games into the Virtua Fighter series, which was more recognizable given its success in the arcades." If Sega scrapped EC to make a great home version of VF2, then it turned out to be a fair trade for gamers.

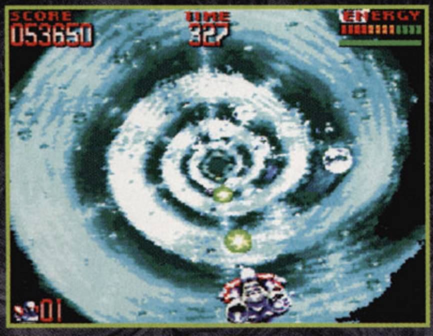
The Eternal Champions' final chapter was never written.

The Game: Super Turrican 2 (by Ocean for the SNES)

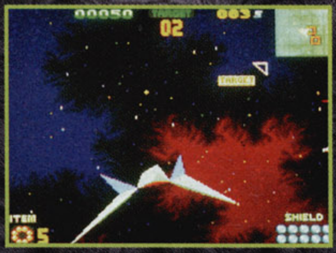
The Hype: The sequel to the cult-hit shooter, Super Turrican 2 "pushes the envelope with intense graphics, sounds, and action that don't let up for a moment," according to Major Mike (see ProReview, August '95).

The Expected Release Date: Late summer/early fall '95

The Reason: While Super Turrican 2 was complete for our review, and actually released in, of all places, Colombia, South America, U.S. shooter fans never saw this one hit the shelves. The most popular theory is that Ocean didn't feel the original game was a big enough hit to justify bringing its sequel stateside.



If you want to play Super Turrican 2, better find a friend in Colombia to buy it for you.



Similarities between StarFox 2 and StarFox 64 grounded the SNES game while the N64 version took off.

The Game: StarFox 2 (by Nintendo for the SNES)

The Hype: Powered by the FX2 chip, Fox McCloud returns with a spaceship that morphs depending on the battle's terrain. This time, there would be no rails to restrict Fox's flight path, and a split-screen two-player mode would let friends battle head-to-head.

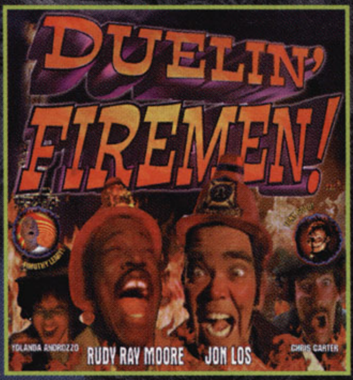
The Expected Release Date: August '95

The Reason: According to a spokesperson for Nintendo, the SNES sequel to StarFox looked so much like the Nintendo 64 version it was also cooking up, the project was scratched. But to the company's credit (and to the benefit of gamers), most of StarFox 2's best elements—like free flight and multiplayer games—were incorporated into StarFox 64.

Only for Nintendo
STARFOX 2
SUPER NINTENDO

The Game: Duelin' Firemen! (RUNANDGUN! for the 3DO)

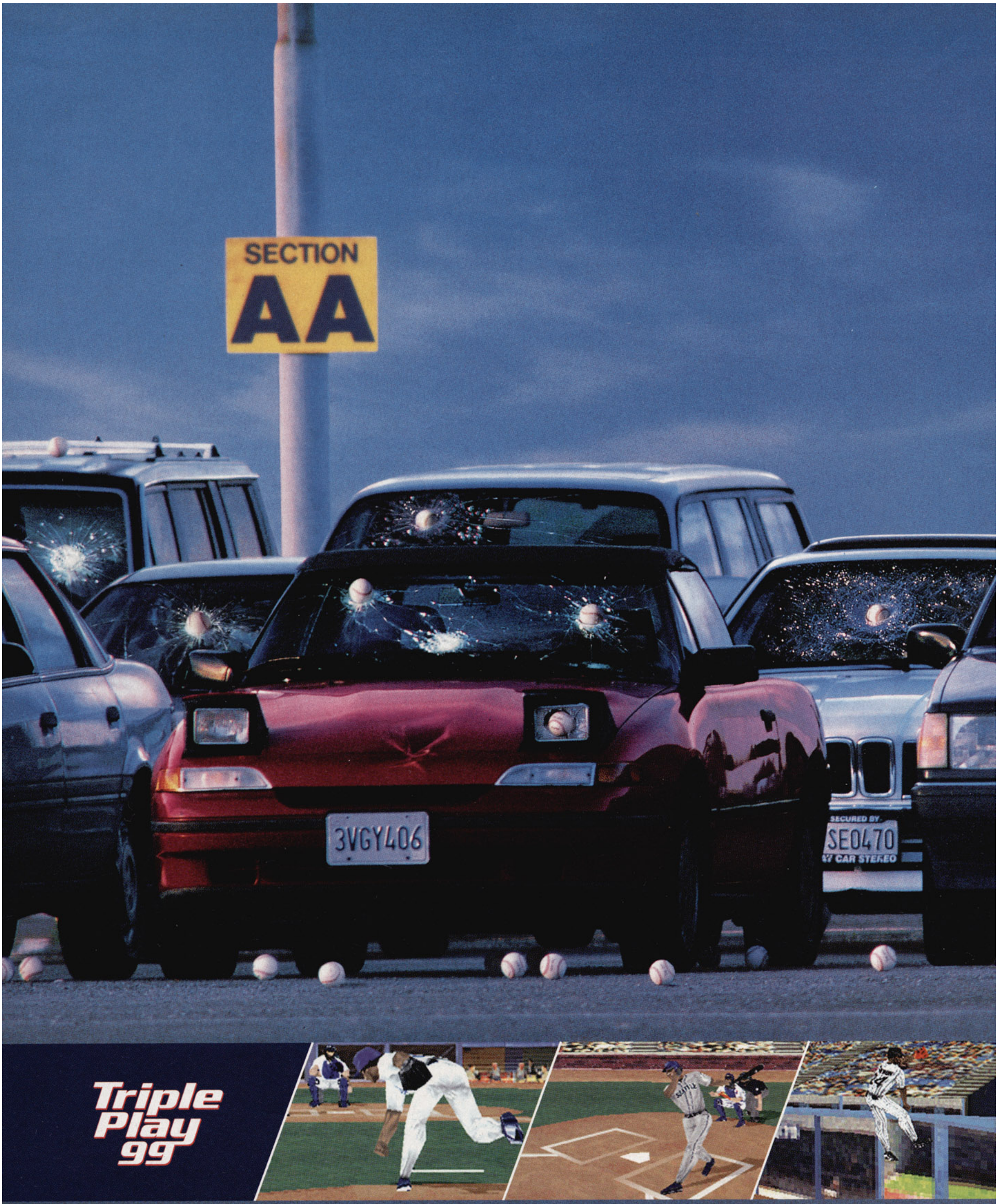
The Hype: Singing firemen. That's right, *singing firemen.* In this full-motion video outing, Air Force One crashes into the Sears Tower, setting all of Chicago ablaze. Emergency personnel have abandoned their posts, so it's up to the player, in the boots of the fire captain, to find "buildings that are not burning, where the captain and his crew quickly create an intricate dance accompaniment to the captain's musical selection of choice." If a rival brigade shows up in the same building, "Watch out! It's time for a hoedown!" To win the game, you have to score a contract with a Japanese record company. We are not making this up.



◀ *Three guesses why this game about singing, dancing firemen never saw the light of day.*

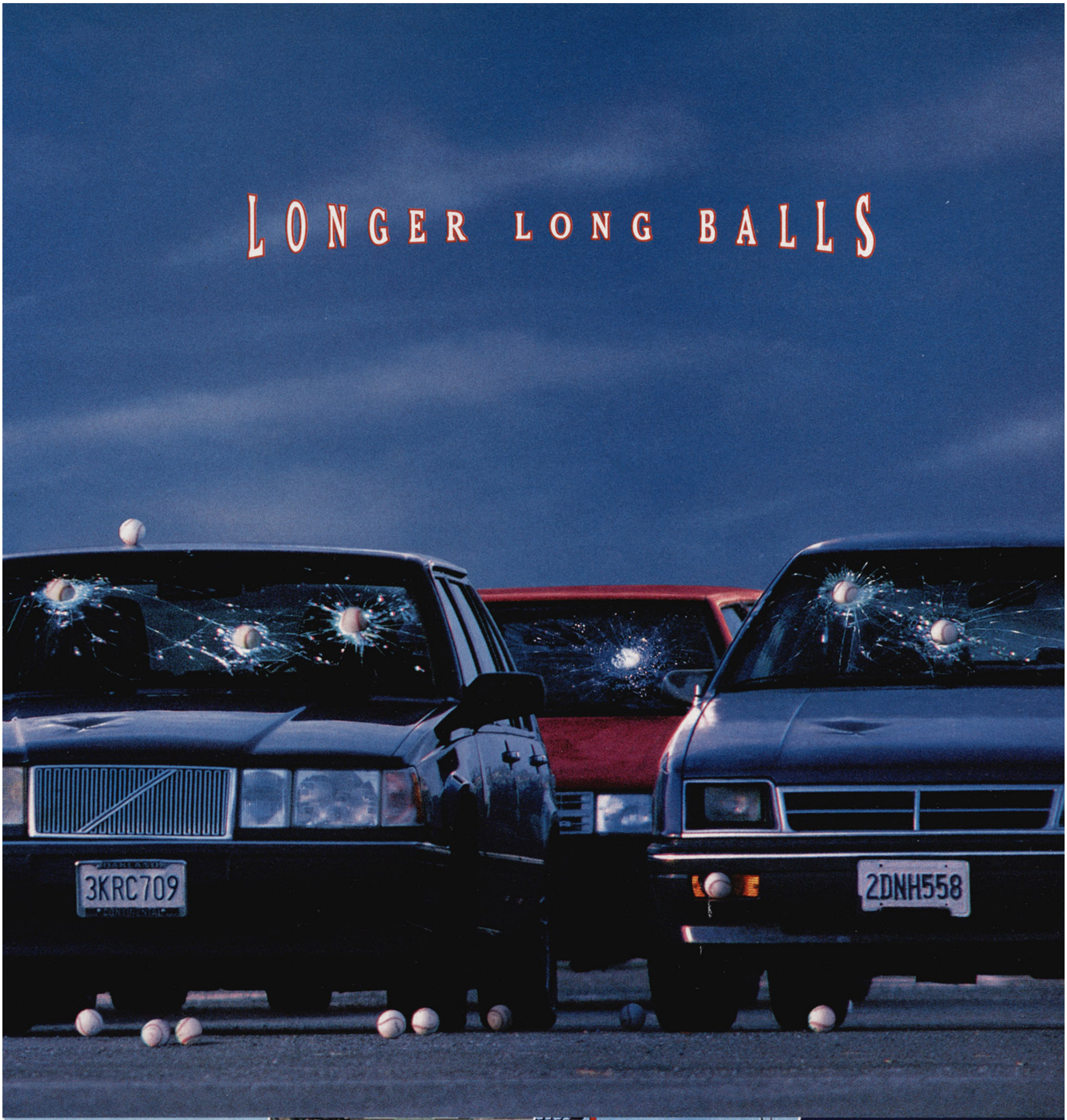
The Expected Release Date: March '96

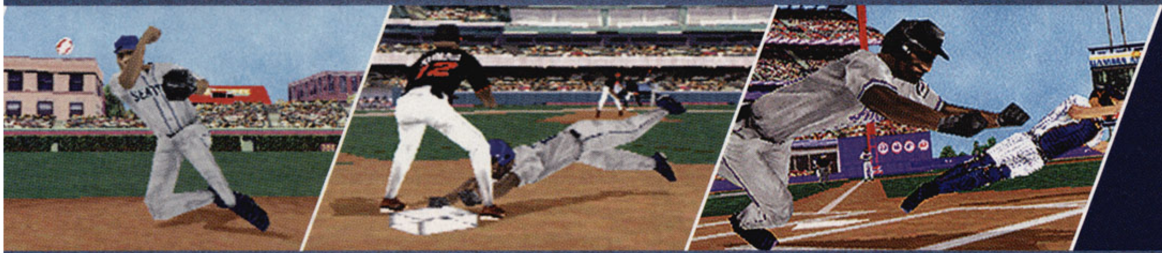
The Reason: This one will remain one of the great mysteries of vaporware; staffers at 3DO could only offer guesses as to why this game never materialized, and the developer's phone number is no longer in service. Was it the 3DO's demise as a platform? Did the game's student developers run out of money? Or maybe everybody suddenly realized that they were making a game about *singing firemen*? The world may never know.


SECTION
AA
3VGY406
SECURED BY
SE0470
CAR STEREO
Triple Play 99

Harder slides. Bigger collisions. Tougher catches. Meaner stuff.
PlayStation

©1998 Electronic Arts. Electonic Arts, EA SPORTS, EA SPORTS logo, Triple Play Baseball, and "If it's in the game, it's in the game." are trademarks or registered trademarks of Electronic Arts Properties, Inc. © MLBPA. Officially Licensed By Major League Baseball Players Association. Licensed by Sony Computer Entertainment America for use with the PlayStation game console





If it's in the game, it's in the game.™

Triple Play 99. The highlight reel you play. www.easports.com

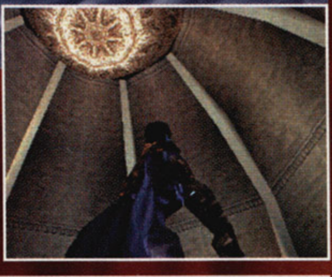
in the U.S. and/or other countries. All rights reserved. Major League Baseball trademarks and copyrights are used with permission of Major League Baseball
PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. www.majorleaguebaseball.com www.bigleaguers.com

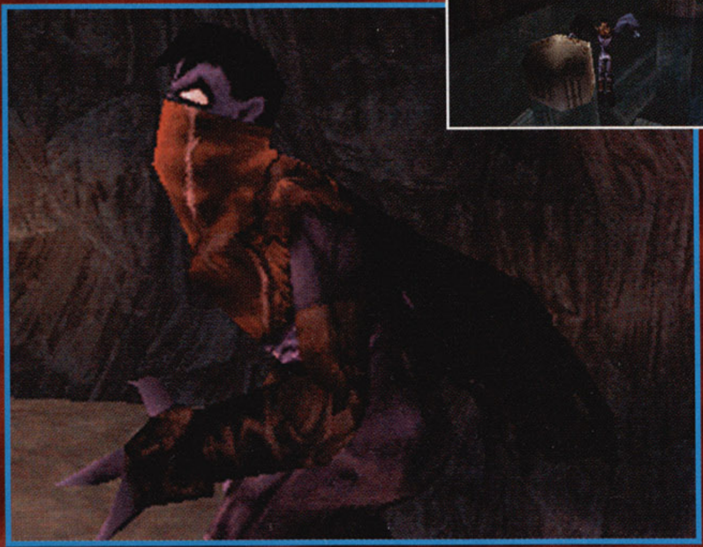
EVERYONE E CONTENT RATED BY ESRB

Legacy of Kain: Soul Reaver

PlayStation

By Johnny Ballgame





If the original Legacy of Kain creeped you out, you'll freak over Crystal D's latest soul-stealing epic.

The Terror Continues

At the end of Blood Omen: Legacy of Kain, you're given the choice to either sacrifice yourself and bring peace to Nosgoth or become its evil dictator (you probably didn't choose to sacrifice yourself—especially after playing the game for over 40 hours). Soul Reaver picks up a millennium after Kain's dark decision to rule the world, wherein Kain recruited six souls from the underworld to help build his legion of vampires and wipe out the human race. He then commanded his slaves to construct giant furnaces that would generate enough smoke to cover the sky, thus blocking the sun, which drains their vampire powers. Without worry from the sun, Kain and his legion fed on the souls of the helpless and ruled the bloody land.

In Soul Reaver, you'll play as Raziel, one of Kain's vampire followers who is damned to the underworld by Kain for becoming too powerful. While you're in the underworld, its ruler, the Elder, explains his disgust with Kain: Since Kain is turning everyone into vampires, there are no new souls for the Elder to devour. Now it's up to you to return to Nosgoth, conquer Kain, and provide the underworld with fresh souls.

Soul-Sucking Fun

Before he banished you to the underworld, Kain ripped off the wings you were growing. Although you can't fly in Soul Reaver, you can use what's left of your wings to glide from platform to platform. And instead of sucking the blood of your victims to stay alive (as you did in Blood Omen), you now must suck the souls of enemies to survive. Soul Reaver even includes mad vampire beatdowns; you can use grappling holds, hand-to-hand combat, and weapons you find in the environment to smack the bloodsuckers silly. Legacy of Kain: Soul Reaver is still very early in development, but from the initial screens, it could be the scariest (and coolest) game this Halloween.

Developed by Crystal Dynamics
Publisher not yet determined
Available October

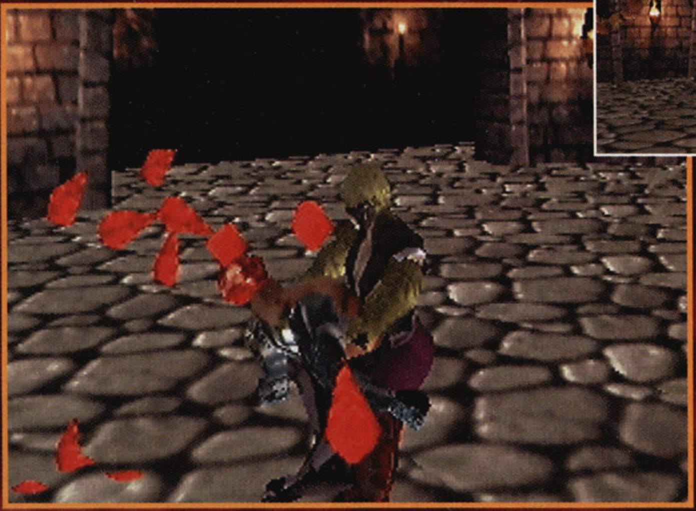
20% COMPLETE

FIRST LOOK

Mortal Kombat 4

Nintendo 64

By Major Mike

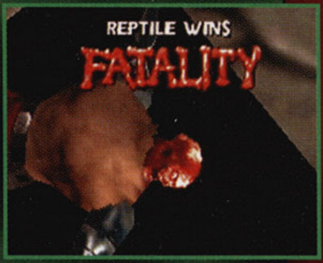


Mortal Kombat 4 is coming home for N64 gamers with more features than the arcade version, including Practice and Tournament modes. All home versions of MK4 will be based on Revision 3.

“ROUND FOUR! FIGHT!”

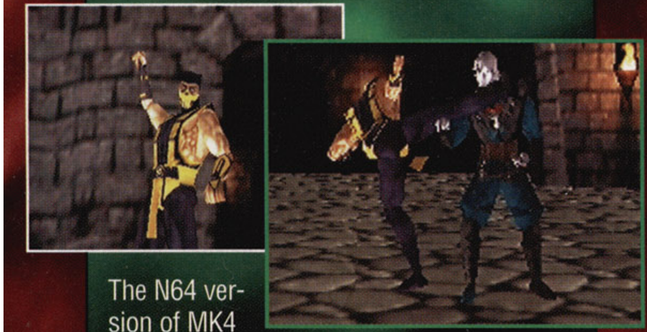
WINS: TANYA
WINS: SONYA

MK4 is the second Kombat game to hit the N64 (Mortal Kombat Trilogy was the first), ranking as the first 3D entry in the MK series. Judging by these screens, MK4 looks to have the potential to be a top arcade translation. In this home version, the extra exclusives like the Tournament and Practice modes are a definite plus. Hopefully, MK4 won’t be plagued with an unruly computer opponent A.I. (like the other MK home versions) that either destroys you in seconds or hardly puts up a fight.



WINS: SUB-ZERO
WINS: REIKO

WEAPONS, ANYONE?



The N64 version of MK4 will contain a control setup that’s identical to its arcade counterpart: two Punch buttons, two Kick buttons, and Run and Block buttons. And just like in the arcade version, each character will carry a unique weapon that can be drawn any time during a fight. You can even pick up and use a weapon that’s been dropped by your opponent.

LOOKING GOOD?

WINS: QUAN CHI
WINS: FUJIN

The characters are already looking excellent, although not arcade-perfect; there’s still some apparent blockiness in the fighters’ joints and the various projectile and special attacks have yet to be fully implemented. It still remains to be seen how the N64 will handle MK4’s flashier stages, especially the Prison of Souls and Rooftop kombat arenas.

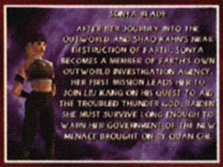
Developed by Eurocom
Published by Midway Home Entertainment
Available June

20% COMPLETE

CREDITS:
PLAYER 2
PRESS START
TO CONTINUE

WINS:
REPTILE

WINS:
SCORPION

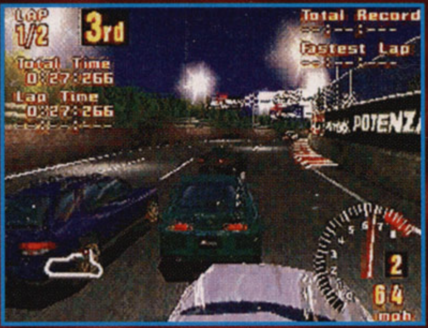


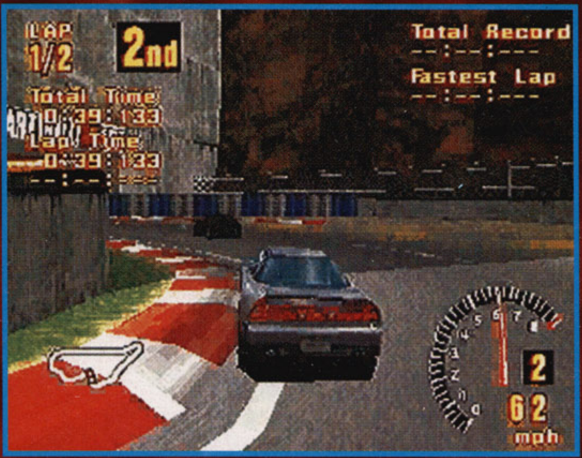
SONYA BLADE

AFTER HER JOURNEY INTO THE OUTWORLD AND SHAO KAHN'S NEAR DESTRUCTION OF EARTH, SONYA BECOMES A MEMBER OF EARTH'S OWN OUTWORLD INVESTIGATION AGENCY. HER FIRST MISSION LEADS HER TO JOIN LIU KANG ON HIS QUEST TO AID THE TROUBLED THUNDER GOD, RAIDEN. SHE MUST SURVIVE LONG ENOUGH TO WARN HER GOVERNMENT OF THE NEW MENACE BROUGHT ON BY QUAN CHI.

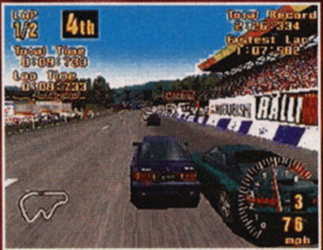
Gran Turismo

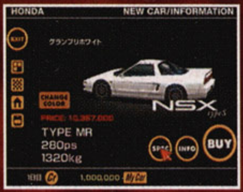
PlayStation

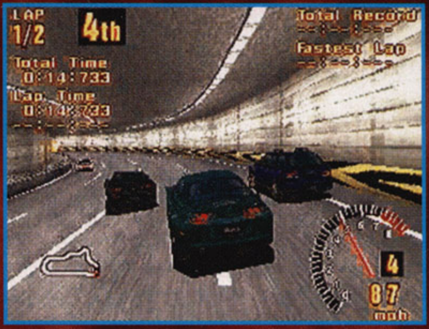

LAP 1/2
3rd
Total Record
Fastest Lap
Total Time 0:27:266
Lap Time 0:27:266
POTENZA
2
64 mph


LAP 1/2
2nd
Total Record
Fastest Lap
Total Time 0:39:133
Lap Time 0:39:133
2
62 mph

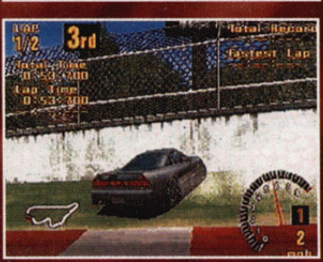
Gran Turismo soared to the top of the standings in Japan, and if Sony stays on track, the U.S. conversion will finish well ahead of the pack in the states, too. This extremely promising racing game overflows with the most cars ever, sporting tons of real-life models from top manufacturers like Aston Martin, Honda, Toyota, and several others. The game's 10-plus tracks keep the racing intense with well-designed, challenging courses.

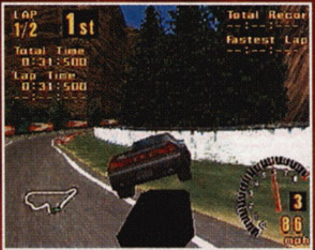

LAP 1/2
4th
Total Record
Fastest Lap
Total Time
Lap Time
3
76 mph

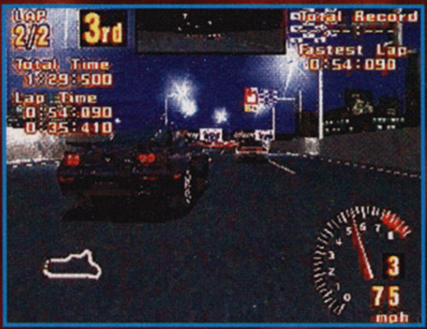

HONDA
NEW CAR/INFORMATION
NSX
TYPE MR
280ps
1320kg
BUY
1,000,000


LAP 1/2
4th
Total Record
Fastest Lap
Total Time 0:14:733
Lap Time 0:14:733
4
87 mph

In our hands-on testing, Gran Turismo's realistic, action-packed gameplay really rocked, especially in the lightning-fast first-person view (like Ridge Racer's). Drivers must race smartly, setting up tight turns and braking correctly, but the action never hit that frustrating point of too much realism. There's plenty of NASCAR–style contact, and bumping fenders is a fine way to get ahead.


LAP 1/2
3rd
Total Record
Fastest Lap
Total Time
Lap Time
1
2 mph


LAP 1/2
1st
Total Record
Fastest Lap
Total Time 0:31:500
Lap Time 0:31:500
3
86 mph

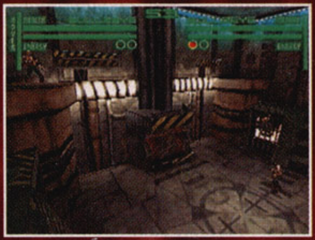

LAP 2/2
3rd
Total Record
Fastest Lap 0:54:090
Total Time 1:29:500
Lap Time 0:54:090 0:35:410
3
75 mph

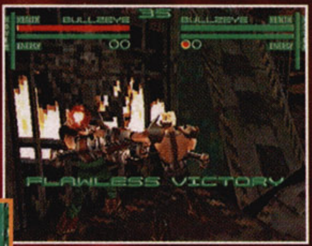
Visually, Turismo dazzles with killer car models and well-drawn tracks that show little signs of draw-in. But the game scores even higher marks for depth. Beyond the Quick Race mode, the Gran Turismo mode will captivate players with a long series of championships and events, a vastly detailed system for buying, trading, and maintaining cars, and driver's license tests to reach the later levels. Racing fans should definitely start salivating for this one.—*Air Hendrix*

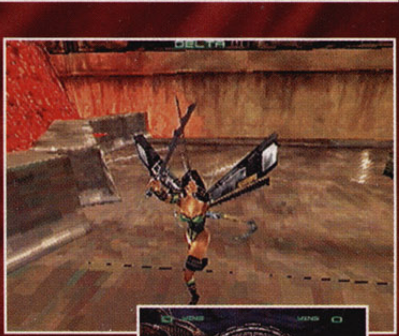
Developed and published by Sony
Available May
90% COMPLETE

Bio F.R.E.A.K.S.

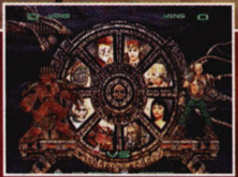
PlayStation

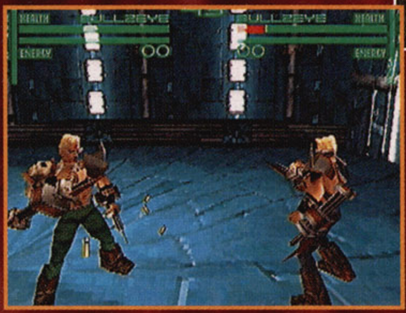


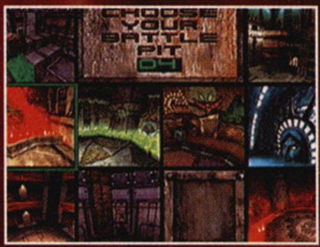

BULLZEYE
35
BULLZEYE
FLAWLESS VICTORY



Midway's back with more body-mangling fighting mayhem, but this time it isn't under the Mortal name. Bio F.R.E.A.K.S. features eight fighters, each with a plethora of special moves and abilities.




HEALTH
BULLZEYE
BULLZEYE
HEALTH
ENERGY
ENERGY


CHOOSE YOUR BATTLE PIT
04

If you want blood, Bio has pints—no, gallons—to splash around. You can dismember an opponent, but even a fighter without limbs can win a match. Another cool aspect is the giant fighting stages, which are filled with dangers like crushers, spikes, acid, and lava, can be deadlier than your opponent. Bio F.R.E.A.K.S. could raise fighting-game violence to a new level.—*Major Mike*

Developed by Saffire
Published by Midway Home Entertainment
Available September
20% COMPLETE

it pays to ASK Y

Yoo-hoo T-shirt
100% pre-shrunk, cotton tee. So understated, yet so Yoo-hoo.
50 points

Yoo-hoo Cap
Brushed cotton; fits small heads, big heads—even boneheads.
50 points

Yoo-hoo Boxers
100% cotton. Mom always says wear a clean pair, so order a few.
40 points

Yoo-hoo Kick-Sack
Kick it like you mean it because this kick-sack can take it like a…toy.
20 points

Yoo-hoo Bandanna
100% cotton. Roll it… knot it…twist it…wear it. Need we go on?
10 points

Yoo-hoo Swatch® Watch (limited edition)
You can make some time, kill time, tell time…just don't do any time.
160 points

Okay, since you asked...now, when you drink Yoo-hoo®, you get to enjoy America's favorite chocolate drink, and get some Outrageous Loot. Just collect the UPC Points (see sample) from Yoo-hoo 9 oz. and 15.5 oz. bottles only. Pick what you want from this page. Then fill out and return the order form. If, for some lame reason, you couldn't save all the required points, you can buy up to 1/2 the points you need for just 25¢ per point. See order form for specific details. That's it. That's all. That's Y.

can we take your order please?

Item	Size	Quantity you want	×	UPC points per item	=	Total UPC points
Yoo-hoo Bandanna	■		×	10	=	
Yoo-hoo Kick-Sack	■		×	20	=	
Yoo-hoo Boxers (L or XL)			×	40	=	
Yoo-hoo T-shirt (L or XL)			×	50	=	
Yoo-hoo Cap	■		×	50	=	
Yoo-hoo Swatch® Watch	■		×	160	=	
TOTAL ITEMS			Total UPC Points Needed for Order			
			Total UPC Points Enclosed*			
			Additional Points Needed*			x $.25 = $
			Total Shipping/Handling (enter total quantity of items from above)			x $2.00 = $
			Total Dollar Payment Enclosed			$

*You must collect a minimum of 1/2 of the total required points (i.e., if you need 10 points, you must collect at least 5). You can buy up to 1/2 of the total points needed, but you can't buy more than what you collected.

Collect UPC points from Yoo-hoo 9 oz. bottles and 15.5 oz. bottles. (Offer not valid on 8 oz. drink boxes, drink box multi-packs, 11 oz. cans or any other Yoo-hoo product.) Note: you can't redeem more than 400 points per order, person or household. Complete and return the order form to receive your Outrageous Loot.

9 oz. bottle (1 point)

15.5 oz. bottle (1 point)

0 000000 0
Sample UPC

(Please print the following in all capital letters)

First Name ______________ Last Name ______________

Address (no P.O. boxes) ______________

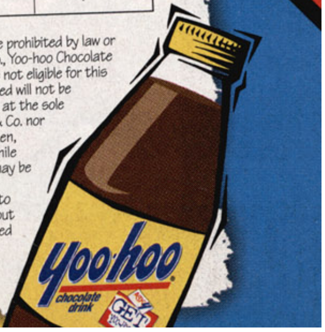
City ______________ State _____ Zip Code _____

Daytime Phone Number ______________ Age _____

Please send this completed form along with appropriate number of UPC points and a check or money order (made payable to Yoo-hoo Ask Y Loot) to: Yoo-hoo Ask Y Loot, P.O. Box 8441, New Milford, CT 06776-8441. Please do not send cash.

Offer Conditions: Offer valid in the U.S. and Puerto Rico only, except where prohibited by law or regulation. Officers, employees or representatives of Austin, Nichols & Co., Yoo-hoo Chocolate Beverage Corp., affiliated agencies, distributors, brokers and bottlers are not eligible for this offer. Reproductions, photocopies or facsimiles of any UPC points collected will not be honored. All orders are subject to verification and eligibility requirements at the sole discretion of Yoo-hoo Chocolate Beverage Corp. Neither Austin, Nichols & Co. nor Yoo-hoo Chocolate Beverage Corp. are responsible for lost, late, stolen, misdirected, mutilated, postage due or illegal requests. Offer good while supply lasts. All merchandise is subject to availability and change and may be replaced with an item of greater or equal value at the sole discretion of Yoo-hoo. Yoo-hoo makes no representations or warranties with respect to merchandise. Yoo-hoo reserves the right to terminate this program without prior notice. Yoo-hoo reserves the right not to return any extra or unused UPC points. Please allow 6-8 weeks for processing. Offer expires and all orders must be postmarked by September 30, 1998.

© 1998 Yoo-hoo Chocolate Beverage Corporation

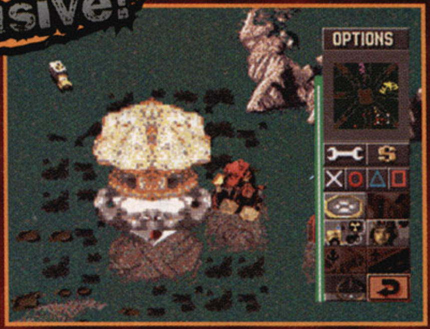


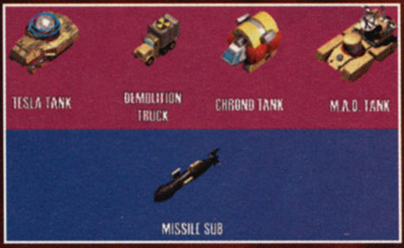
FIRST LOOK

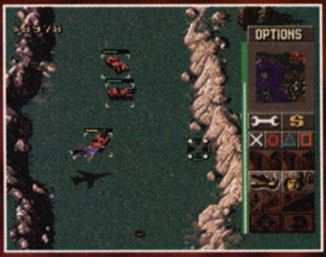
GamePro Exclusive!

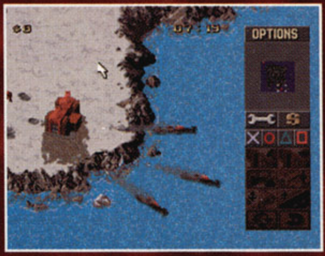
Command & Conquer Red Alert: Retaliation

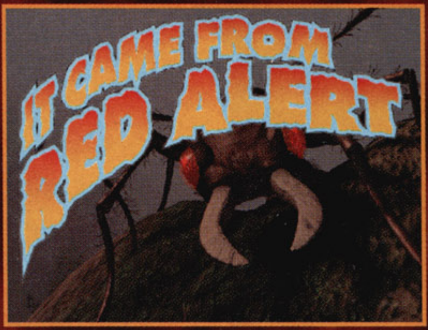
PlayStation



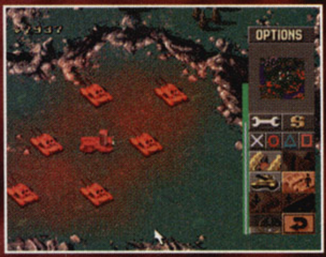


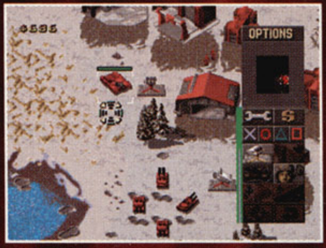


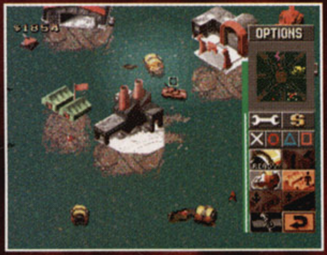


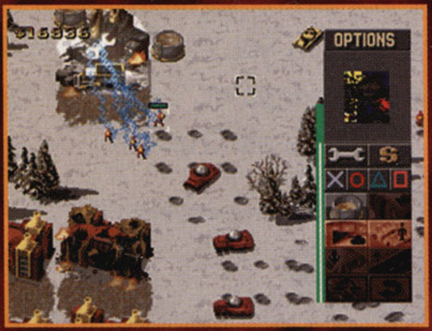


Gamers will have more troops to command and more armies to conquer when Command & Conquer Red Alert: Retaliation hits the PlayStation. A port of the PC add-ons Aftermath and Counterstrike, Retaliation will also include the hidden mission, It Came From Red Alert, which involves giant marauding ants. Some new cinematics will debut exclusively on the PlayStation version, and players can now save missions on the fly.









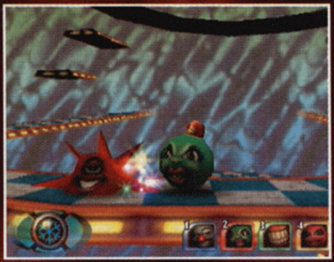
Retaliation will be a two-disc stand-alone game that features more than 34 one-player missions. New Soviet and Allied combat units join the ranks, bringing tesla tanks, mechanics, missile subs, shock troopers, and more. In the multiplayer ranks, the two-player link-cable battles have over 100 maps, and on the control side, the game will remain mouse compatible. Rabid fans of C&C should find these new missions the ultimate Retaliation for lack of real-time strategy games on the PlayStation. —*Major Mike*

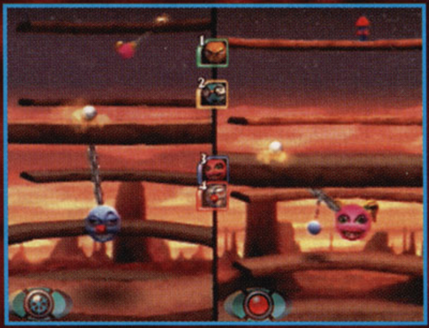
Developed and published by Westwood Studios
Available August
80% COMPLETE

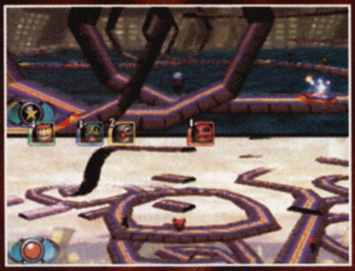
FIRST LOOK

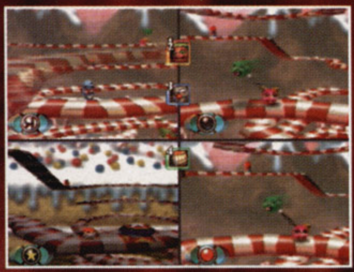
Reckin' Balls

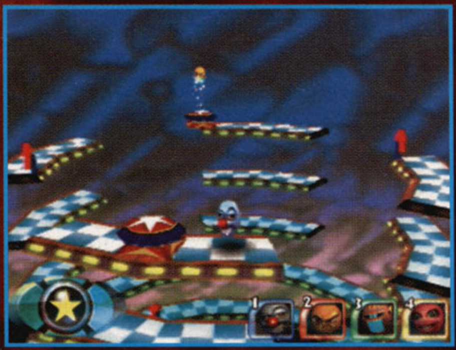
Nintendo 64





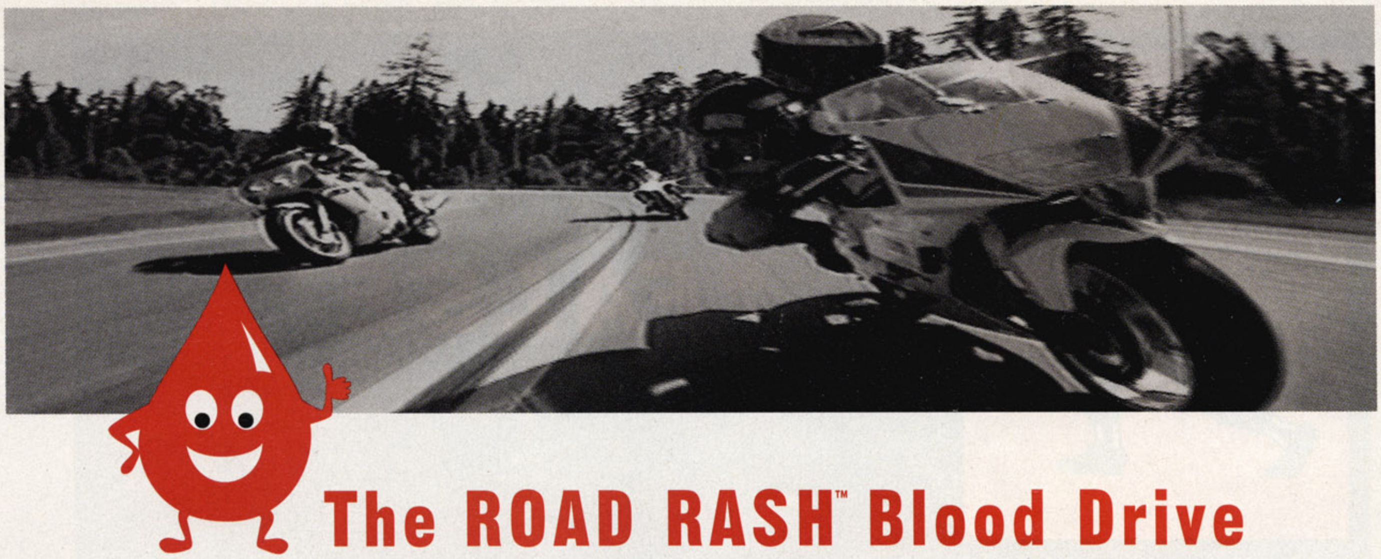






Acclaim's stepping off the beaten path with Reckin' Balls, a unique game that's half puzzler, half racing. Up to four players control cute little ball-shaped characters that must race to the top of a tall, coiled stack—picture a stretched-out Slinky. The puzzle side comes in as you're equipped with a grappling hook that enables you to jump up levels or clobber opponents. Loads of power-ups and gadgets—conveyor belts, fans, and so on—mix things up on the 100-plus levels. Reckin' Balls could shape up to be a multiplayer madhouse. —*Air Hendrix*

Developed by Iguana Entertainment
Published by Acclaim
Available May
30% COMPLETE

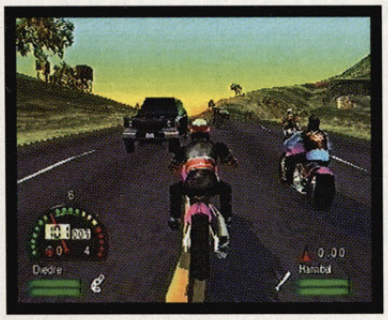


The ROAD RASH™ Blood Drive

"LIVE TO RIDE RIDE TO GIVE"

"The average person has 12 pints of blood. We'll take it!"

—Peter Plasma



HOW IT WORKS

Use weapons or oncoming traffic to slow fellow racers. And fill our awaiting tanks.

CPDA-1 WHOLE BLOOD
VOLUNTEER DONOR

ROAD RASH™ 3D

It's a whole new breed of Road Rash. Four gangs fight you to the finish in a perilous 3-D world. And the thrashin' beat of an Atlantic Records™ soundtrack keeps your pulse from stopping. Hopefully.

www.roadrash.com ELECTRONIC ARTS™

TEEN T AGES 13+ CONTENT RATED BY ESRB

PlayStation

TM Road Rash and Electronic Arts are trademarks or registered trademarks of Electronic Arts in the U.S. and/or other countries. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc.

"FALSE"

The ball was dead the second it hit the umpire. If you answered correctly then you obviously know your baseball and are exactly the kind of fan we made VR BASEBALL™'99 for. If you answered incorrectly, don't worry, there are still plenty of games with pretty lights and neat sounds for rookies who are just starting to learn about baseball.

CHECK OUT THE DEMO
AT WWW.VRSPORTS.COM

VR BASEBALL™99

Actual screen shot.

VR Baseball™ 99. It's a smarter, more accurate baseball game created specifically for baseball enthusiasts like yourself. People who appreciate an AI smart enough to know that Kenny Lofton should score from 2nd on a gapper to the wall and that a pitcher should walk Mark McGwire with a base open and the game on the line. This isn't just another baseball game. This is baseball.

Detailed Player Animations and Motions for Collision

When Darin Erstad breaks up a double play and slides into second, you see the shortstop get knocked on his butt.

Quick-key Short Cuts

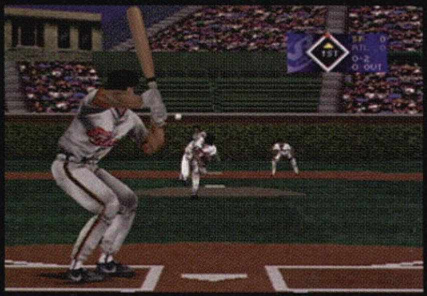
We've quickened the pace of baseball by adding a variety of quick-keys, short cuts, and an innovative menuless pitching interface. Pitch to nearly an infinite number of locations instantly or throw a Greg Maddux fastball without tipping your hand to your opponent.

True Attitude

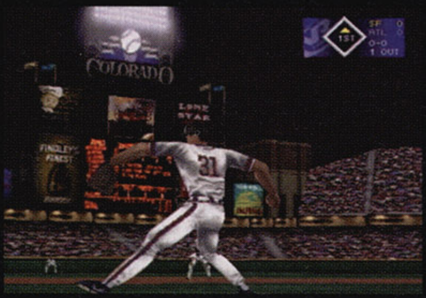
From shattered bats to ball players diving to catch hard liners and talking smack on the field. It's all in here.

This is it. The baseball game for baseball purists. So, again, congratulations on passing our test. And now, to reward yourself, head over to your local video game store and pick up a copy of VR Baseball™ 99. Play what you've been missing.

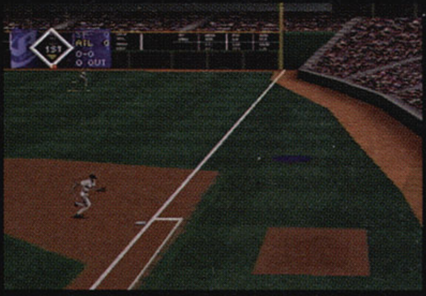
Available April 1998.



Smarter AI really understands baseball. Cecil Fielder doesn't bunt, pitchers are pulled when they get shelled, and fielders are strategically shifted.



A "smart camera" always selects the best angle for gameplay in real time. You'll see the players, even the outfielders, up close and in full detail as you make the play. So now when players like Derek Jeter stab a line drive, you'll be right on top of the action.



Fielding Practice and Homerun Challenge™ – two bonus arcade style games. See what it's like to make a diving catch through the eyes of Jim Edmonds, or challenge guys like Tino Martinez and get your name up on the leader board in the Homerun Challenge™.

VR SPORTS
www.vrsports.com

PLAYERS
www.bigleaguers.com

Designed for
Microsoft®
Windows®95

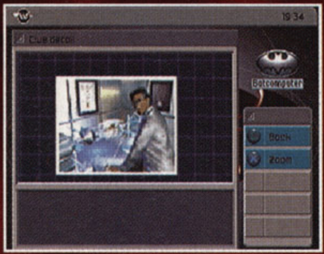
PlayStation

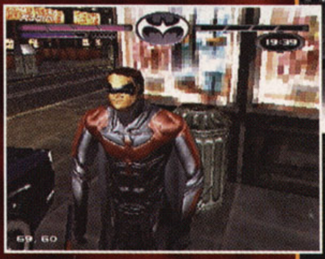
KIDS TO ADULTS
KA
AGES 6+

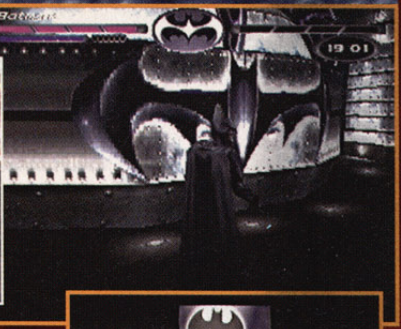
© 1998 Interplay Productions. VR Sports, VR Sports logo, VR Baseball and The Difference Is Real are trademarks of Interplay Productions. All rights reserved. © MLBPA Official Licensee – Major League Baseball Players Association. Windows and the Windows '95 logo are registered trademarks of Microsoft Corporation. PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment, Inc. All other copyrights and trademarks are the property of their respective owners.

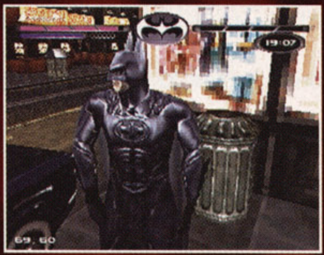
Batman and Robin

PlayStation

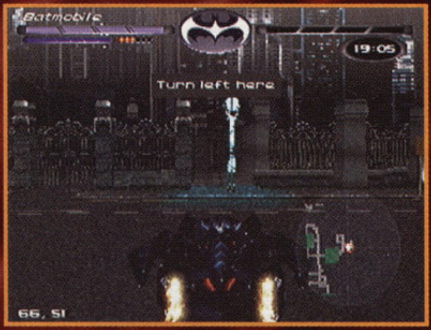


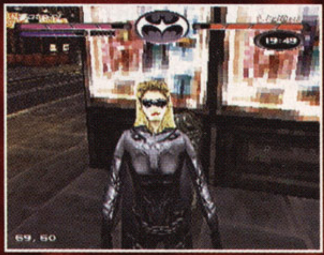


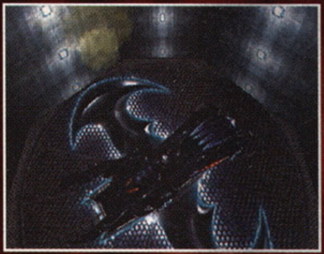




When you think of Batman, some great action games come to mind (The Adventures of Batman and Robin for the Genesis, and the unbeaten king, Batman Returns for the Super NES). Get ready to rethink the roles of the Dynamic Duo. Batman and Robin (based on last year's stinker summer flick) is set to hit the streets of Gotham via the PlayStation, and this time it's a crime-fighting brain-rattler that will involve clue gathering, puzzle-solving, and minor fighting elements. So far, it looks like a great idea. A fairly easy interface and huge levels are pluses, but the graphics are less than heroic with major pixelization and tremendous clipping and pop-up problems. Batman, Robin, and Batgirl look gorgeous, but storefronts, enemies, and backgrounds look awful. Hopefully all this will be cleaned up before the Bat is allowed to fly. *—Scary Larry*





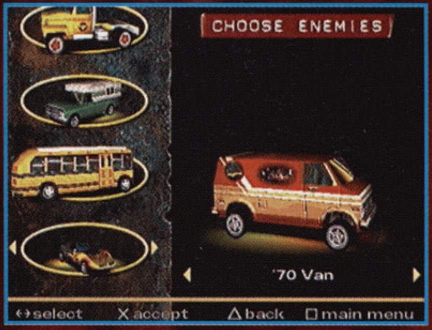


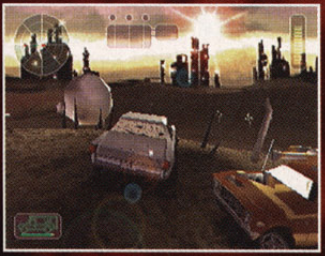
Developed by Probe
Published by Acclaim
Available May

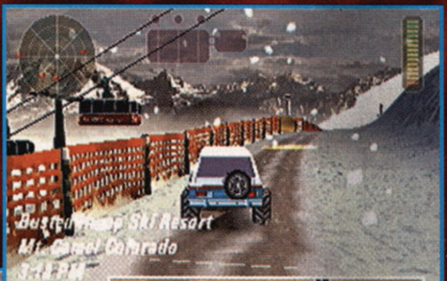
80% COMPLETE

Vigilante 8

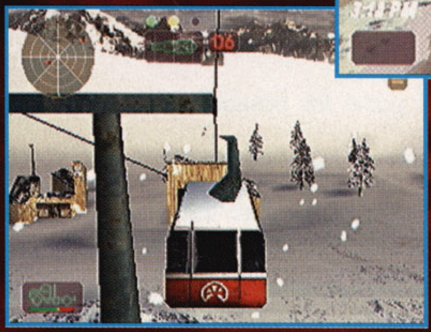
PlayStation

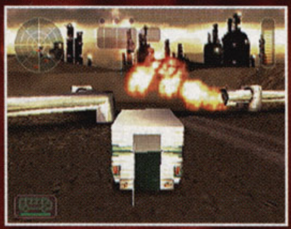


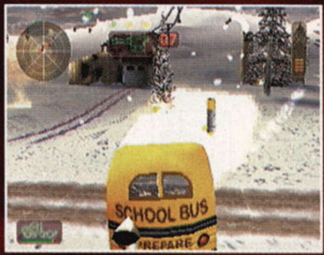




This killer car game is being touted as the successor to Twisted Metal, and so far, the hype looks justified. Vigilante 8 is a fast-paced, brutal driving game where the objective is to turn enemy cars into junk heaps by bombarding them with explosives, rockets, machine guns, and anything else you can pick up. In the latest version we played, unfortunately, the developers increased the game's difficulty to a rate that's almost unplayable and certainly unfair—which is a shame, because in earlier versions, the A.I. was set perfectly, creating the right mix of fast driving and sustainable damage. Activision claims it will fix this in the final revision. Besides that, the game's graphics and sound are immaculate, with little pop-up and a top-of-the-line funk soundtrack. Vigilante 8 should be the Twisted sister we've been waiting for—if they tone down her temperament. *—Scary Larry*







06
SCHOOL BUS

Developed by Luxoflux
Published by Activision
Available May

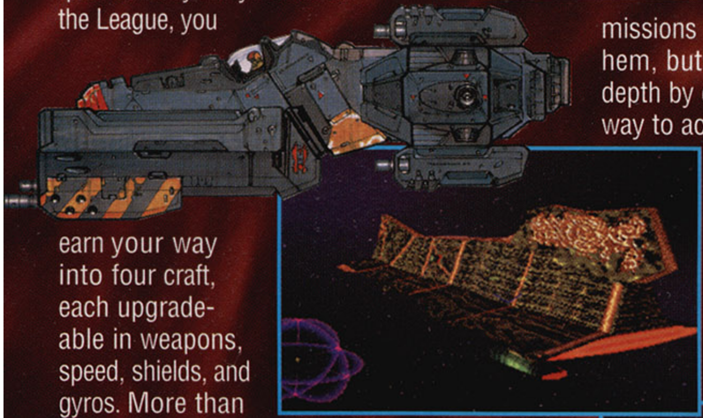
80% COMPLETE

Colony Wars: Codename Vendetta

PlayStation

Colony Wars earned tremendous critical acclaim as a groundbreaking space combat game, and Psygnosis has set its sights on an even grander space war with Colony Wars: Codename Vendetta. While it's clear from this artwork that the game's still in the early concept stage, Psygnosis has some slick innovations on the drawing board.

Vendetta takes place a century after the first game when the League has grown decadent in its triumph. You play as Merten, an idealistic pilot who fights for the scrappy forces of the now-vanquished Navy. As you take on the League, you earn your way into four craft, each upgradeable in weapons, speed, shields, and gyros. More than 22 weapons improve your firepower, and you can also carry special primary and secondary weapons, such as a robotic pod that cuts loose to fight as your wingman. The innovative grapple gun is also getting a tune-up, and will flick out into space like a frog's tongue or allow you to hurl debris as weapons.



The same branching-missions structure returns, so winning or losing each assignment sets you on a different course through the 19 acts. The missions will involve plenty of dogfighting mayhem, but Psygnosis is aiming to instill more depth by challenging you to figure out the best way to achieve your objectives—and it won't always be balls-out blasting. Finally, the already dazzling graphics and sounds will be tuned for even greater glory. If Vendetta comes together as planned, it will likely rank as one of the top action games of '98.

—*Air Hendrix*

Developed and published by Psygnosis
Available Winter '98

10% COMPLETE

www.gtgames.com

ARE YOU DUKE ENOUGH?

Calling all Buttkicker Wannabe's.

Duke's been framed and now he's in hiding. We need a new Duke and fast! Think you've got the right stuff? Come on down to www.gtgames.com and if you can prove you're Duke enough you'll appear in The Man's next big PlayStation™ hit, Duke Nukem: Time to Kill.

DUKE NUKEM

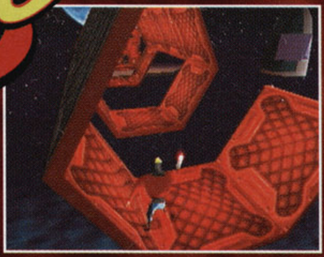
Contest website by Imagine Games Network

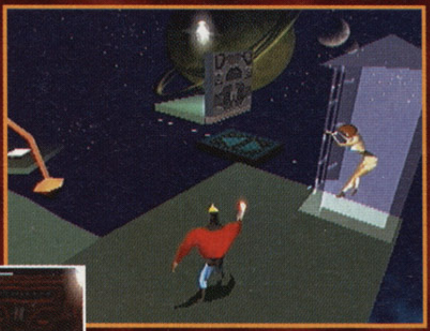
GT Interactive Software
www.gtinteractive.com

Duke Nukem,™ 3D Realms Entertainment,™ GT™ and the GT Games logo™ are trademarks and the GT Logo® is a registered trademark of GT Interactive Software Corp. 3D REalms logo® is a registered trademark of 3D Realms Entertainment.

BLASTO

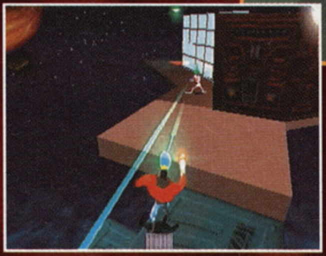
PlayStation

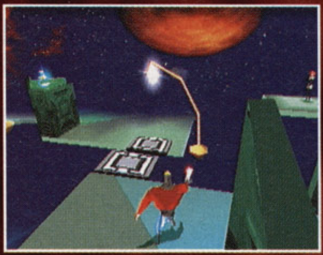


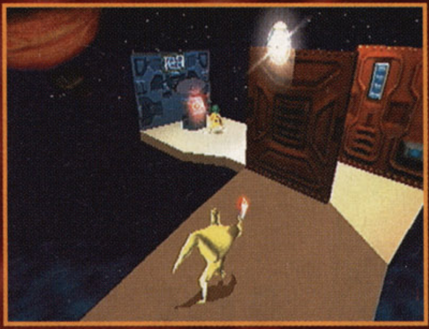


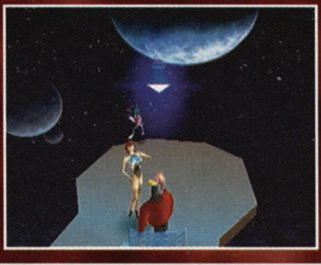
Blasto's finally nearing the PlayStation launch pad, featuring third-person 3D action in eight environments. As Captain Blasto, it's up to you to pulverize despicable Pear Troopers using a variety of weapons, such as the Nukematic 9000, while saving beautiful babes and solving puzzles. All this leads to your final confrontation with the tyrannical space lord, Bosc.

The unfinished version we played proved to be a mixed bag of fun and frustration. The character animation and environments featured a cool retro look that harkens back to the sci-fi cartoons and flicks of the '40s and '50s. For added star-appeal, Phil Hartman from the TV show *News Radio* quips his way throughout the adventure as he lends his voice to the intrepid hero. On the downside, the control was a bit slippery (even when using the analog controller), and the camera angles were especially annoying when making difficult platform jumps. If Sony is able to do some tweaking in these areas before the game is released, Blasto may escape slipping into the video-game void of lackluster titles.—*The Rookie*

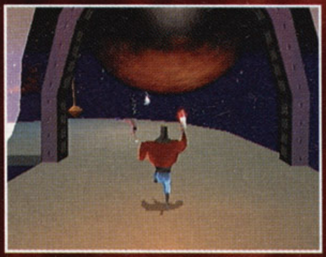






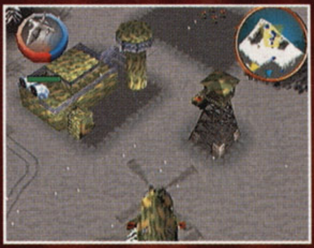


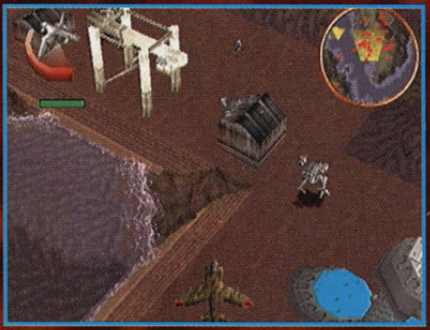
Developed and published by Sony
Available now
60% COMPLETE



WarGames: Defcon 1

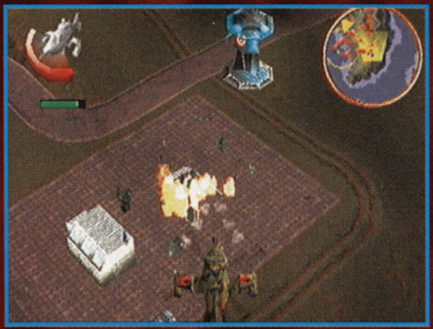
PlayStation

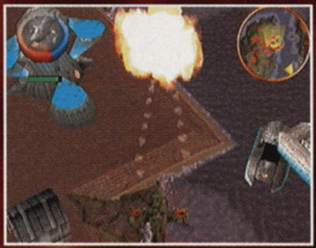


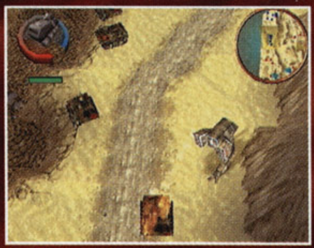


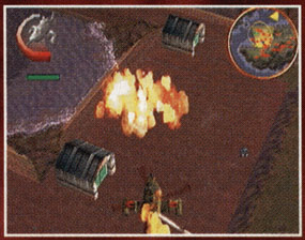
By combining the passive point-and-click combat of Command & Conquer with the more aggressive action of Soviet Strike, MGM Interactive is looking to appeal to fans of both genres with WarGames: Defcon 1. Playing in total 3D environments, your objective is to gain military supremacy through combat over desert, alpine, and urban settings, using tanks, copters, and other vehicles of destruction. There's even a split-screen mode for head-to-head competition.

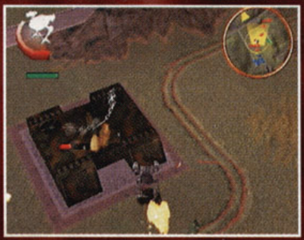
In the unfinished rev we played, the action was fierce enough for twitch gamers, while the strategic side demanded more than an itchy trigger finger. The graphics and sound enhanced the battle experience nicely, and the control proved simple and easy to get used to. If you're looking for a game that meshes strategy with intense combat in one complete package, you'd do well to watch for WarGames: Defcon 1 this spring.—*The Rookie*

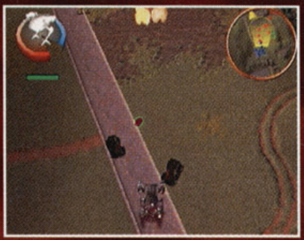










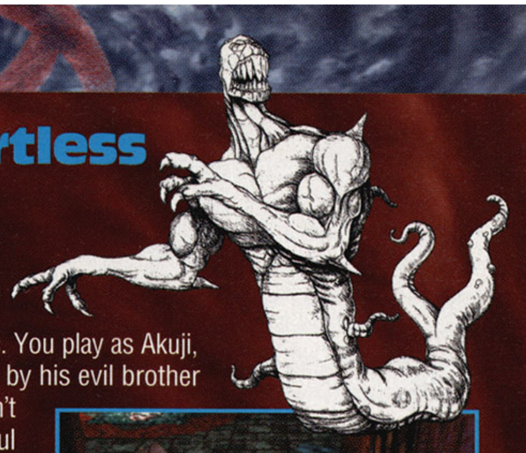


Developed by Interactive Studios
Published by MGM Interactive
Available May
80% COMPLETE

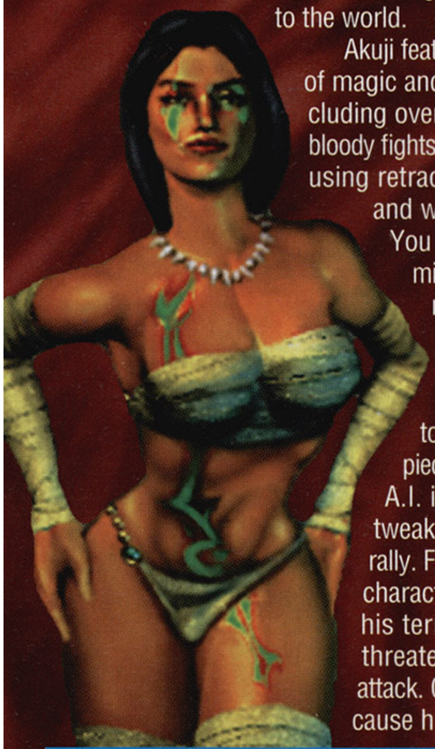
FIRST LOOK

Akuji the Heartless

PlayStation



Akuji the Heartless is a brutal action game that combines elements of classic platform adventures with the supernatural world of voodoo magic. You play as Akuji, a warrior condemned to hell on his wedding day by his evil brother because he couldn't stand the peaceful ways of life Akuji brought to their homeland. Now it's up to you to locate the spirits of your ancestors, escape from hell, save your bride, and once again bring peace to the world.



Akuji features 14 levels of magic and mayhem, including over 30 enemies, bloody fights (Akuji attacks using retractable claws), and wicked spells. You can light enemies on fire, summon demons, and possess the body of an enemy in order to blow them into pieces. The enemy A.I. is even being tweaked to act naturally. For instance, if a character doesn't feel his territory is being threatened, he won't attack. Get too close or cause him to fear for his safety, however, and he'll bum-rush your voodoo ass. If you like your action both dark and magical, Akuji the Heartless is definitely the game to watch for this fall.

—Johnny Ballgame

Developed by Crystal Dynamics
Publisher not yet determined
Available September

50% COMPLETE

www.gtgames.com

ARE YOU DUKE ENOUGH?

Prove it!

1. Go to www.gtgames.com
2. Send us a snapshot of your best Duke impersonation
3. Answer a few questions about The Man

Show us you've got the right stuff and you'll win an appearance in Duke Nukem's next big PlayStation™ hit, Duke Nukem: Time to Kill.
Come get some!

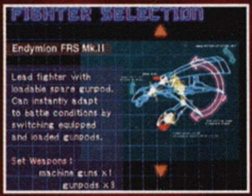
Imagine Games Network
DUKE NUKEM
Contest website by Imagine Games Network
3D REALMS
GT Interactive Software
www.gtinteractive.com

Duke Nukem™, 3D Realms Entertainment™, GT™ and the GT Games logo™ are trademarks and the GT Logo® is a registered trademark of GT Interactive Software Corp. 3D REalms logo® is a registered trademark of 3D Realms Entertainment.

Einhänder

HANDS-ON

PlayStation

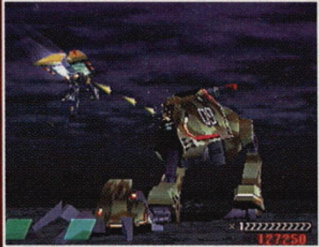
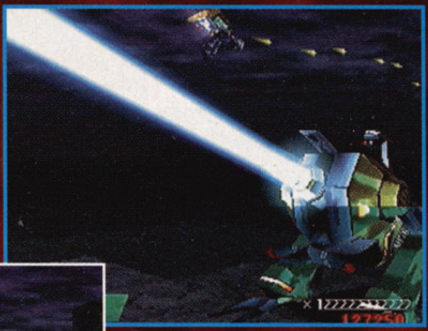

FIGHTER SELECTION

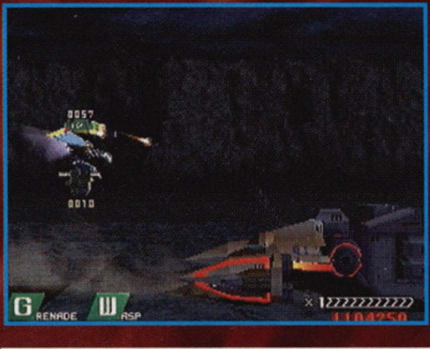
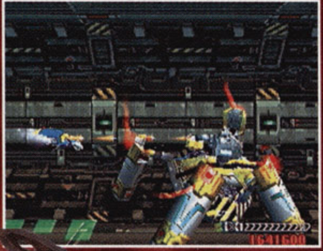
Endymion FRS Mk.II

Lead fighter with loadable spare gunpod. Can instantly adapt to battle conditions by switching equipped and loaded gunpods.

Set Weapons:
machine guns x1
gunpods x1

The PlayStation's been without a quality side-scrolling shooter since the system launched stateside. Einhänder, however, could change all that. This 2D shooter uses polygonal graphics and a high frame-rate to keep the action moving at a roaring pace. One of the coolest features of the game is that you can arm yourself with weapons from enemies that you've destroyed. You can also choose from several spaceships, each with different weapon systems and methods of attack. The preview version had near-perfect controls, striking visuals, and jammin' tunes—in short, all the elements of an excellent shooter. Let's hope these qualities aren't changed before the game's release. *—Major Mike*

Developed by Square Soft
Published by Sony
Available May

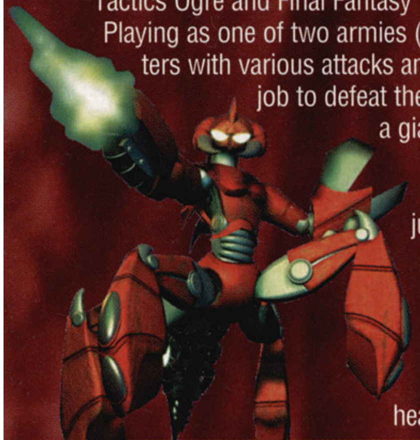
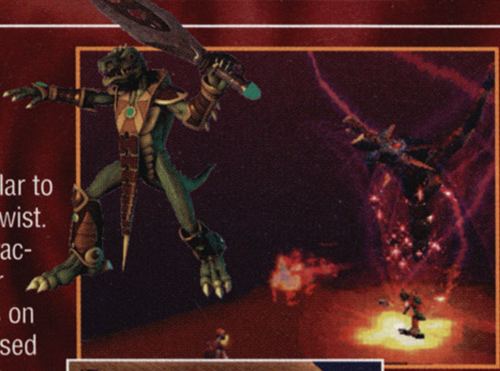
40% COMPLETE

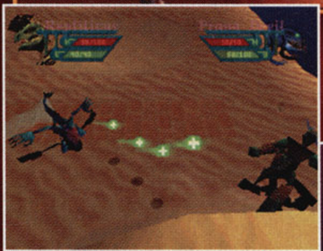
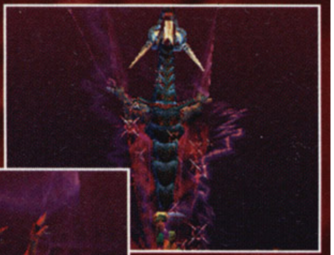
The Unholy War

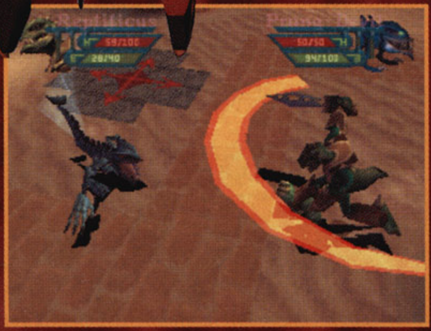
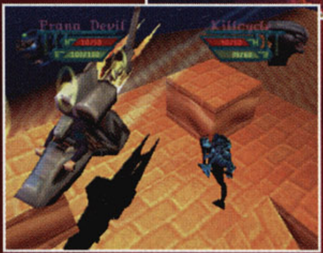
FIRST LOOK

PlayStation **Win 95**

The Unholy War features 3D combat/strategy action similar to Tactics Ogre and Final Fantasy Tactics, but with a unique twist. Playing as one of two armies (each comprised of 16 characters with various attacks and special abilities), it's your job to defeat the enemy and conquer areas on a giant grid. Instead of turn-based combat, however, UW features real-time skirmishes—just like in a one-on-one fighting game. Another interesting feature is in the two-player game, where you and a friend take turns moving your forces across the battlefield, then go head-to-head in combat. You can also duke it out in the Team Battle mode. Can The Unholy War become the combat/strategy-genre ruler? Find out when the war begins in August. *—Major Mike*

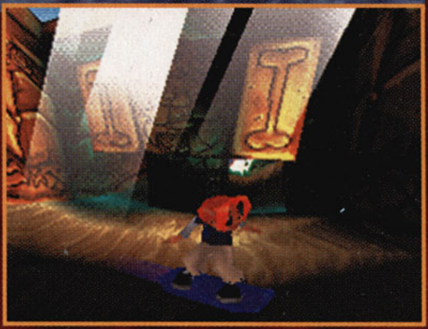



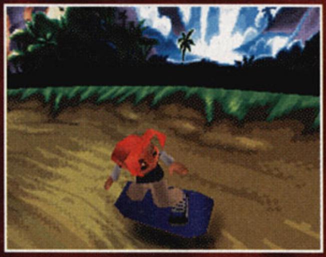
Developed and published by Crystal Dynamics
Available August

50% COMPLETE

Psybadek

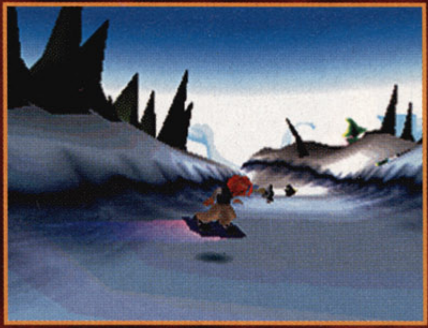
PlayStation

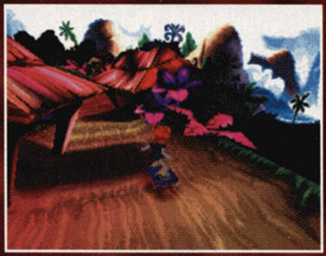


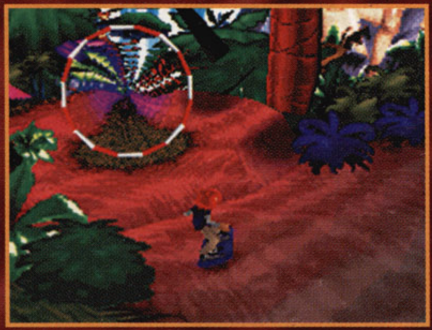


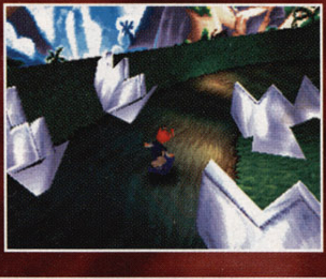
Just as the snowboarding craze erupts in gaming, Psygnosis bags serious air with Psybadek, which offers a fresh slant on the scene. Psybadek melds platform gaming with racing as the player zips through lush 3D worlds on a "hoverdek," a futuristic floating snowboard. Through 46 levels, you collect coins, beat bosses, and unlock secrets in a dash to the finish that's less about placing first and more about platform gaming along the lines of Crash Bandicoot.

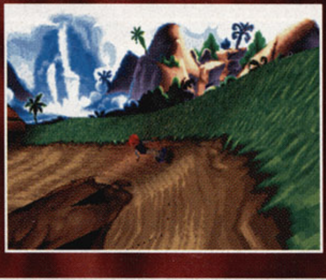
Busting off stunts is a huge part of the game, and you'll have to learn combos (like in a fighting game) to pull them off. Each trick you land scores a power-up for wiping out the bad guys...or you can just fire off a Mario–style stomp. A manga-like flavor to the graphics infuses the game with a fresh, colorful look that's just the right feel for this unique title.—*Air Hendrix*







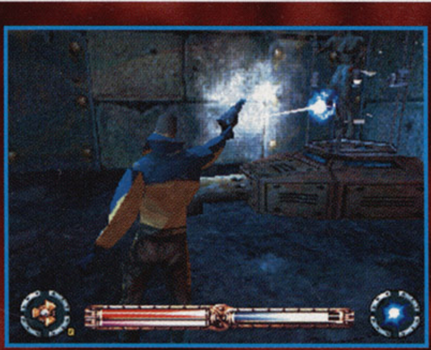


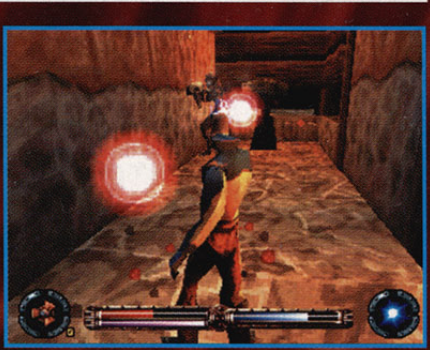


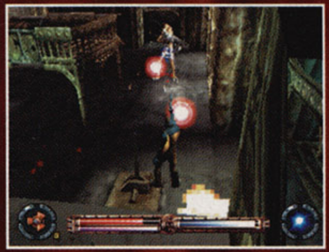
Developed and published by Psygnosis
Available Fourth Quarter '98
20% COMPLETE

ODT

PlayStation

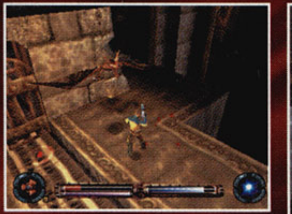


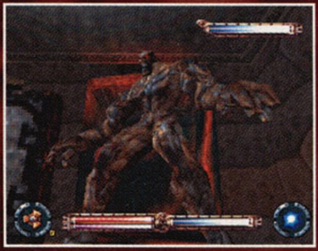


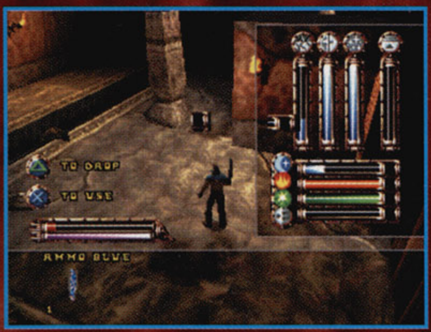


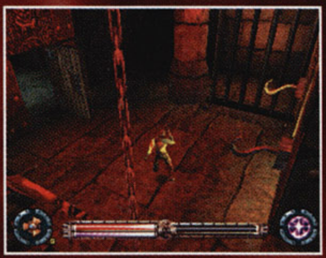
Set in a fantastical faraway land, ODT drops you into the shoes of a crew member aboard a blimp-like airship charged with delivering a magical pearl to halt a terrible epidemic. But en route, the airship crashes into a mysterious tower. Now you must play as one of four crew members, each with their own set of missions. As you make your way through the eight huge levels of the tower, you learn that a horde of mutants brought you down...because they want that pearl.

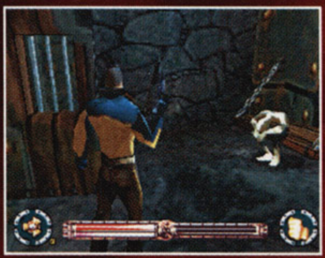
ODT's fluid, well-detailed 3D world and third-person view will remind many gamers of Tomb Raider, but ODT's more about action than exploration. Along with blasting through enemies using some seriously impressive firepower, ODT will also contain some RPG-like elements as you must solve puzzles, manage an inventory, and gain experience points.—*Air Hendrix*







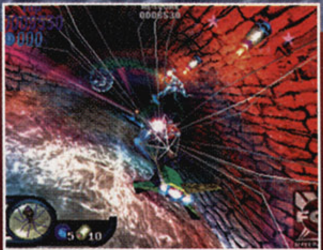


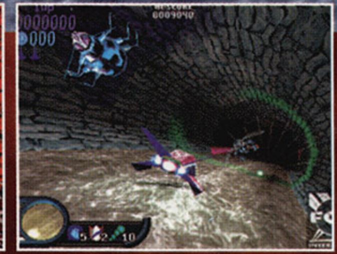


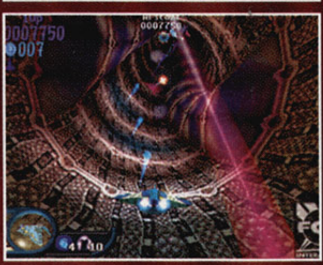
Developed and published by Psygnosis
Available Fourth Quarter '98
20% COMPLETE

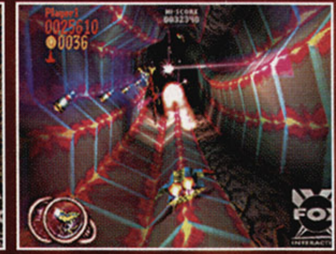
N$_2$O: Nitrous Oxide

PlayStation

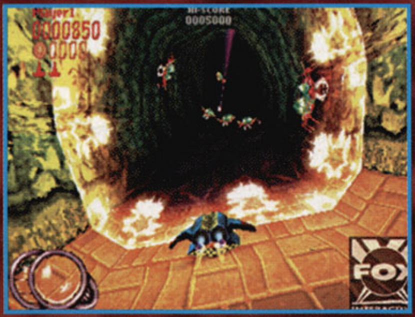




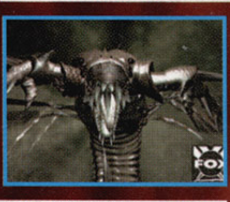


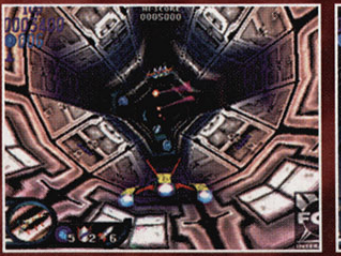


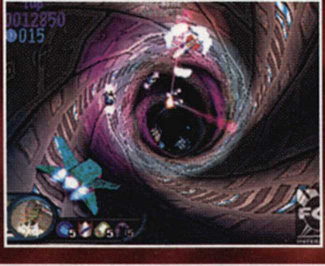
Get ready for the trippiest, funkiest, mind-blowin'-est shooting game since Tempest 2000. Developed by Gremlin (the creators of Loaded and TNN Hardcore 4X4, to name a few), N$_2$0 is a rip-roaring ride down multicolored corridors where you blast over 22 kinds of alien bugs through 35 techno-inspired levels of sheer fun! You have a choice of four ships and a cadre of 14 weapons, and the speed bursts when you kill enemies will rock your sensory inputs and literally stun your brain. Morphing creatures, undulating levels, and hard-driving music (Fox is in negotiations with one of the biggest techno groups around) should push N$_2$O over edge. Far out? It's further out. *—Scary Larry*

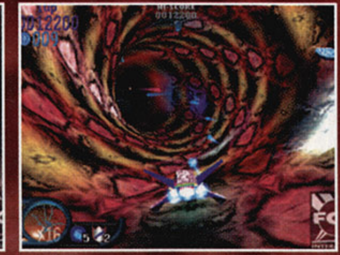


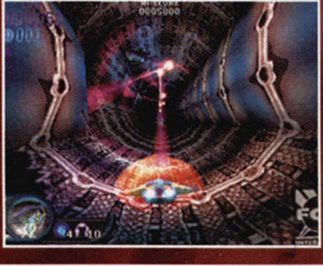
Developed by Gremlin
Published by Fox Interactive
Available June
80% COMPLETE





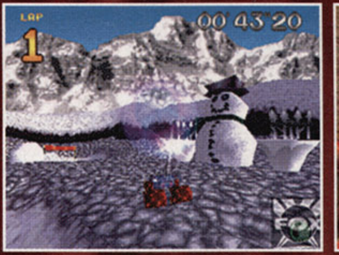


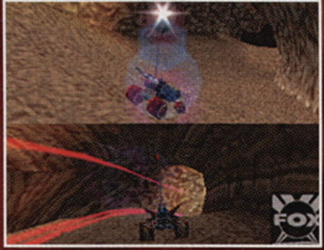




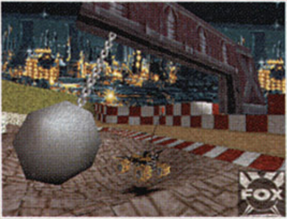
Team Losi RC Racing

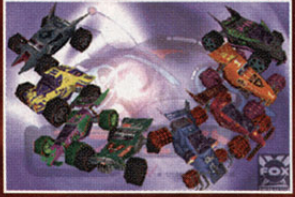
PlayStation

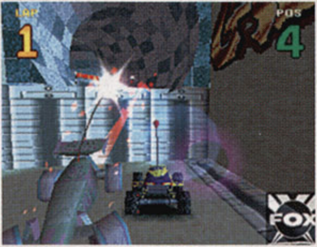


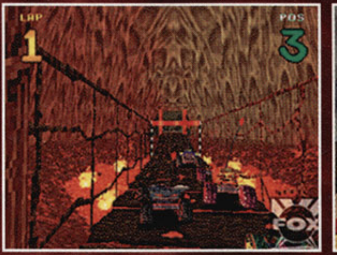


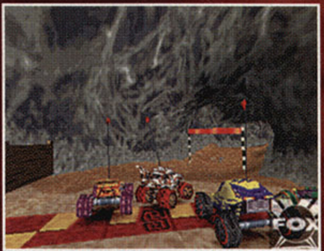
If this one looks familiar, it's because the developers were also responsible for TNN Hardcore 4X4. But instead of racing souped-up super monster trucks through treacherous terrain, you control 16 remote-controlled vehicles through 16 distinct levels, including beaches, mountains, and deserts. An interesting "gate" system is being implemented so you'll have to drive through colored gates in a specific order to gain a particular power-up (there are even secret power-ups). There are also a ton of hidden tracks and cars. Although the game won't boast the physics of real racing, it certainly is shaping up to be a ton of mini-fun. *—Scary Larry*

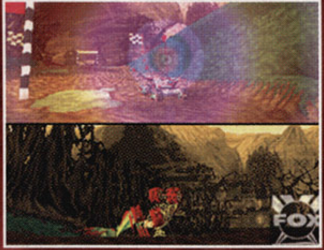


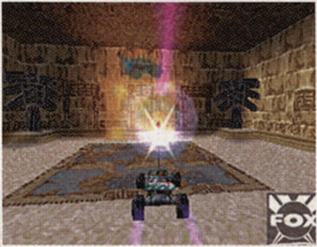


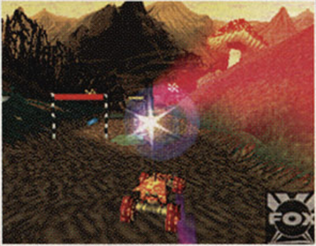




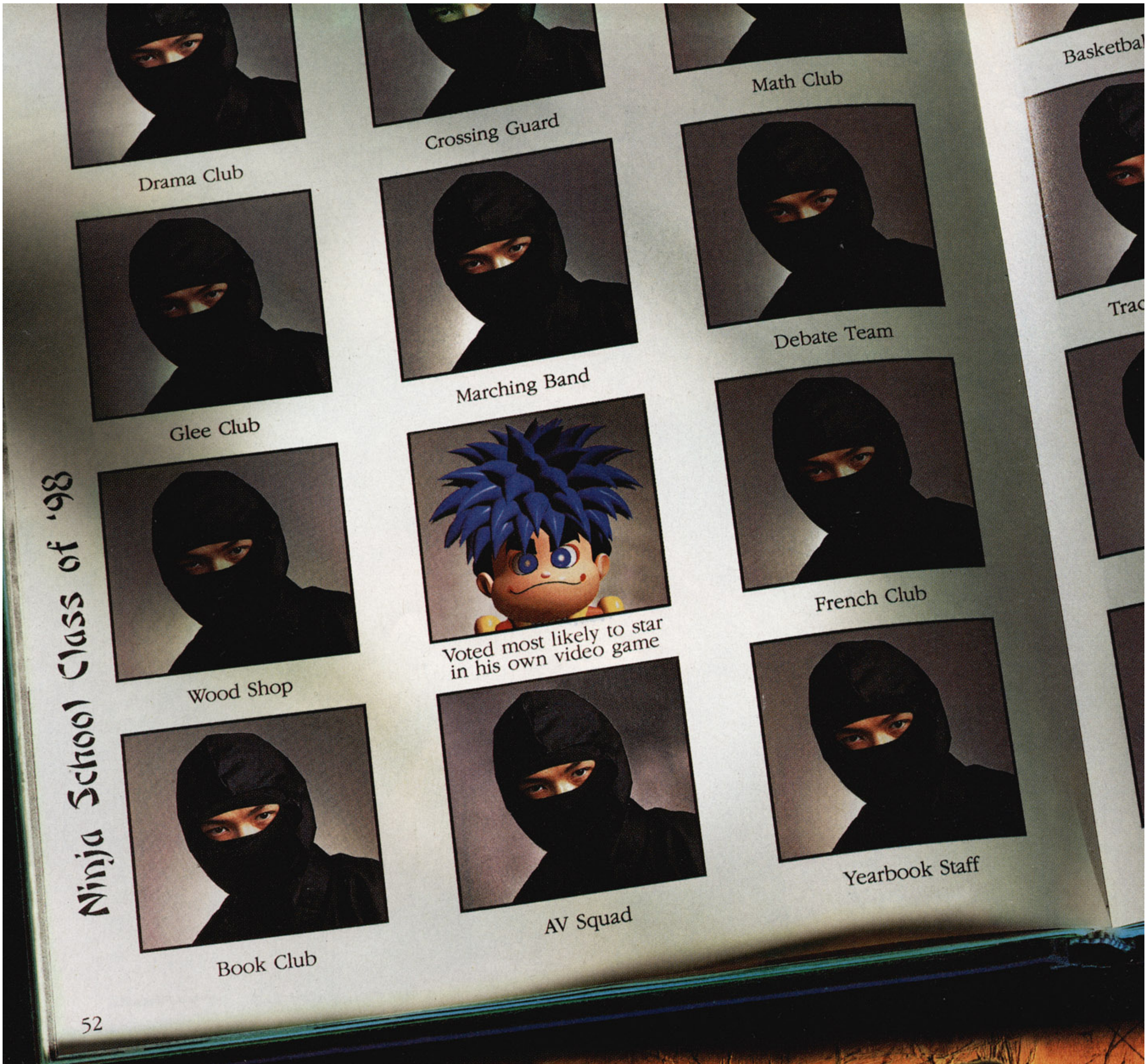






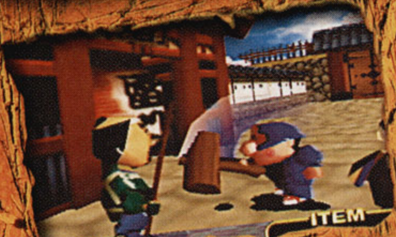


Developed by Gremlin
Published by Fox Interactive
Available June
80% COMPLETE


Drama Club
Crossing Guard
Math Club
Basketbal
Glee Club
Marching Band
Debate Team
Trac
Ninja School Class of '98
Wood Shop
Voted most likely to star in his own video game
French Club
Book Club
AV Squad
Yearbook Staff
52

Explore a seemingly limitless 3-D world of bewildering labyrinths, monstrous caves, underwater caverns and even Mt. Fuji and a coffee shop or two.

Even the hugest, meanest, ugliest, most dreadful mechanical boss is destined for the scrap heap once Goemon jumps into his supercharged mech.



As any one of our four characters, you've got people to meet and places to go to find the clues that'll help you acquire the special powers and keys you need to complete your quest.

MYSTICAL NINJA STARRING GOEMON

KONAMI

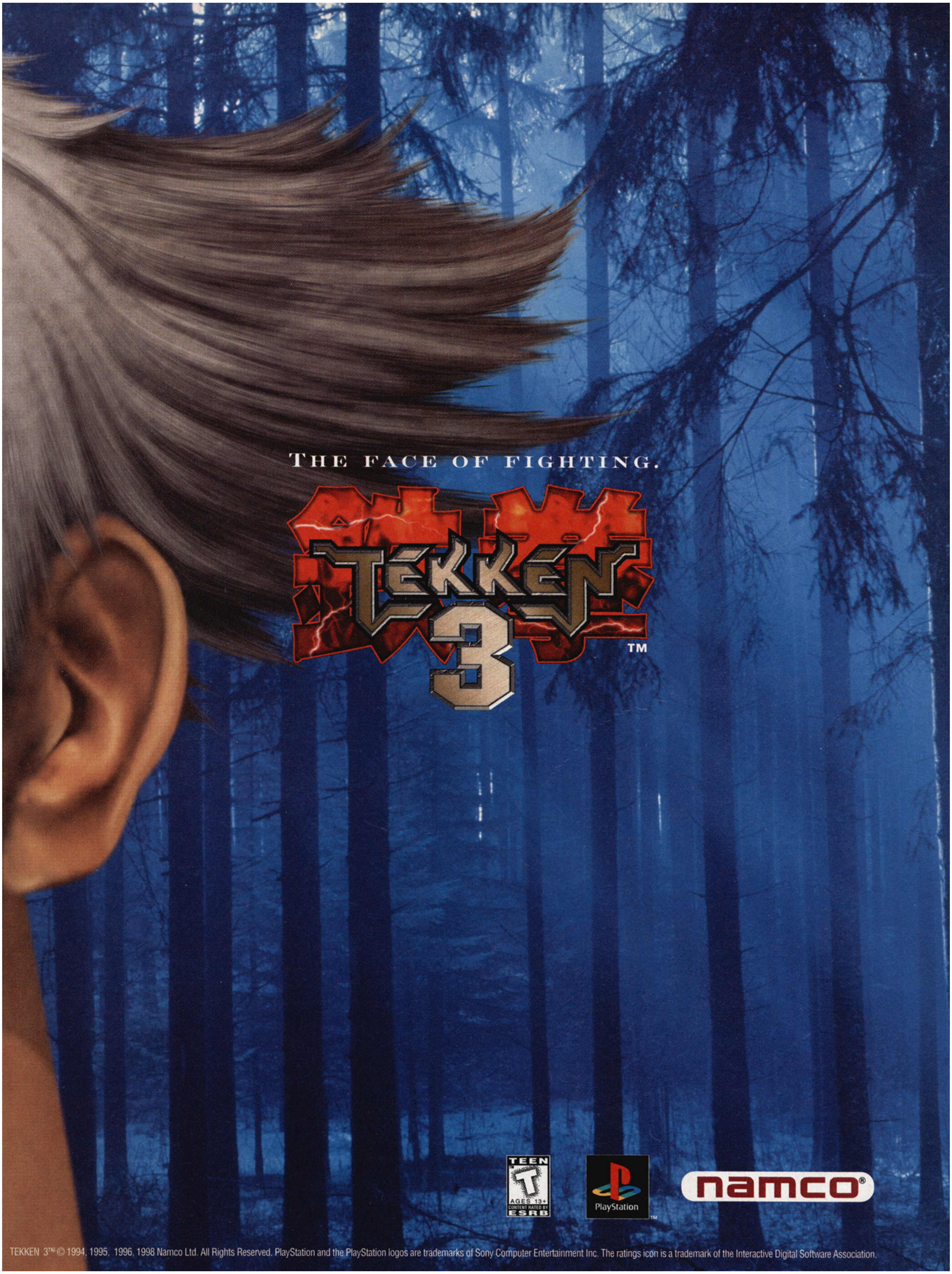
NINTENDO64

EVERYONE E ESRB

ALSO ON GAMEBOY II

1-900-896-HINT (4468) WWW.KONAMI.COM $0.85 per minute charge. $1.15 per minute support from a game counselor. Touch tone phone required. Minors must have parental permission before dialing. Hints are available 24 hours a day. Live support Monday-Friday 8:30am to 5:00pm CST only. Prices and availability subject to change. U.S. accessibility only.

Mystical Ninja Starring Goemon and Konami® are registered trademarks of Konami Co., Ltd. Nintendo 64 and the 3-D "N" logo are trademarks of Nintendo of America, Inc. Nintendo, Game Boy and the official seals are registered trademarks of Nintendo of America, Inc. ©1998 Nintendo of America, Inc. The ratings icon is a trademark of the Interactive Digital Software Association. ©1998 Konami of America, Inc. All Rights Reserved.

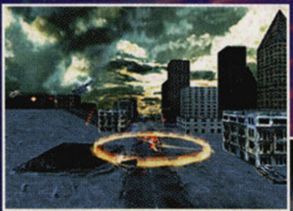

THE FACE OF FIGHTING.
鉄拳
TEKKEN 3™
TEEN
T
AGES 13+
CONTENT RATED BY ESRB
PlayStation™
namco®

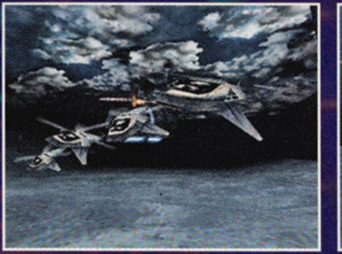
TEKKEN 3™ © 1994, 1995, 1996, 1998 Namco Ltd. All Rights Reserved. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.

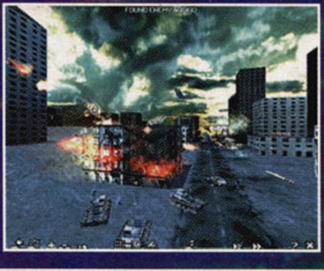
PC GamePro

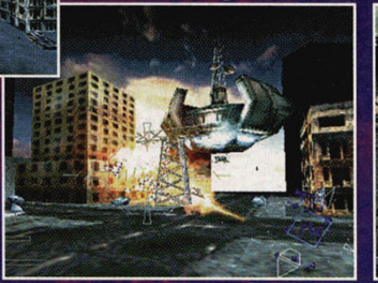
Urban Assault

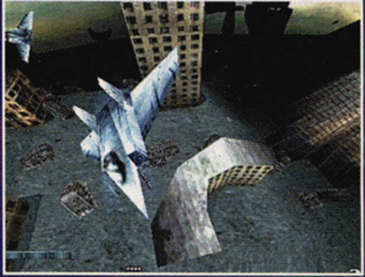
Win 95



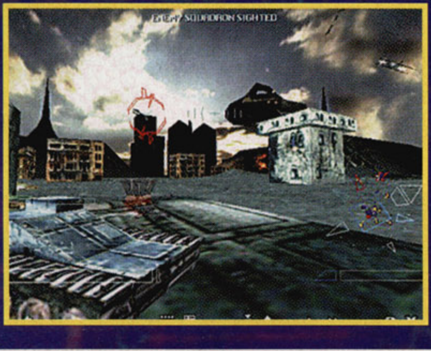




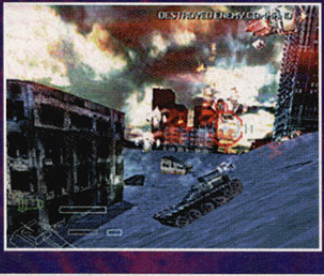


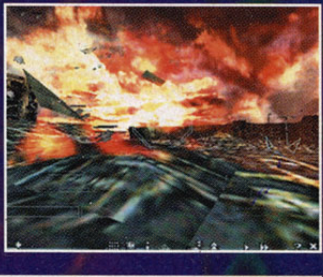


What happens when the hot trend in PC gaming starts to go cold? You combine the trend with new elements to heat it back up. Case in point: Microsoft's Urban Assault, which deftly blends real-time strategy elements with pulse-pounding action warfare. A transparent map gives commanders traditional power over their post-apocalyptic forces, but the leader can become a soldier with a single click, jumping into any of the tanks, choppers, bombers, jeeps, satellites, or jets on the playfield at any time. From there, it's all explosive Direct3D and force-feedback enhanced action, complete with a soundtrack by Mark Snow of *The X-Files.* —*Dan Elektro*



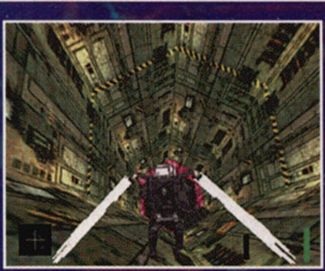
Developed by Terratools Computer Graphics Solutions
Published by Microsoft
Available Summer '98

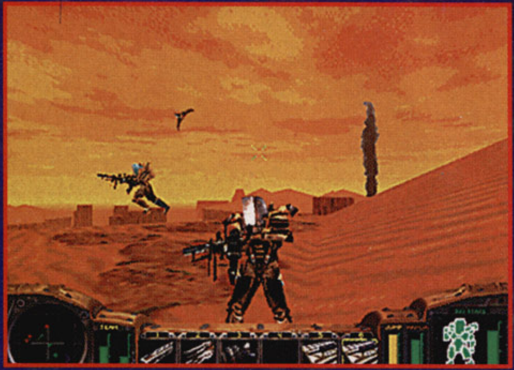




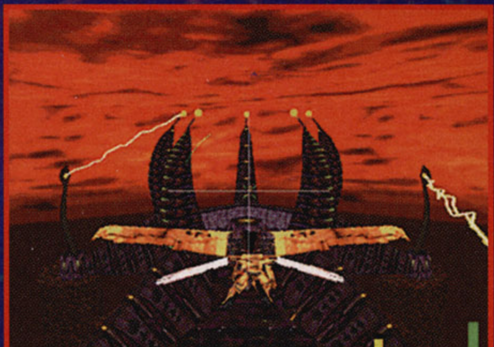
Outwars

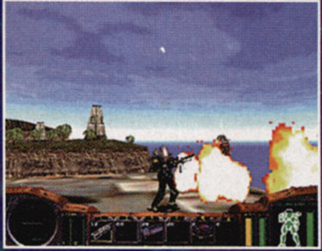
Win 95



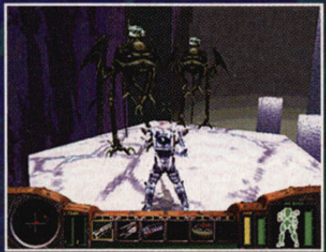


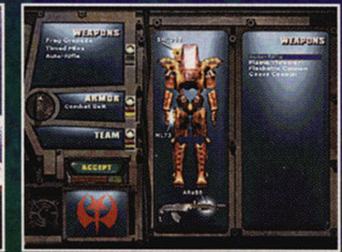
SingleTrac, developer of such games as Jet Moto, Twisted Metal, and Warhawk, targets the PC with its latest creation, Outwars. In a plot that sounds a little bit too much like last summer's *Starship Troopers,* you lead a team of A.I.-enhanced space marines against an onslaught of alien insects through 26 levels—you'll even buzz around with a jetpack in some of them. Before each mission, not only will you choose your teammates, but you'll select your weapons from an impressive arsenal, too. Also in the plus column is the game's support of Direct3D and Microsoft's Internet Gaming Zone for online play. If MDK left you wanting more, you may want to enlist for Outwars. —*Dan Elektro*

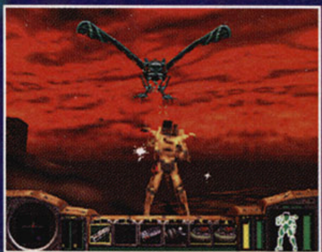




Developed by SingleTrac
Published by Microsoft
Available April





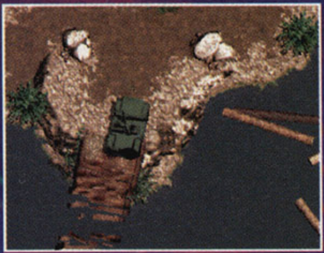
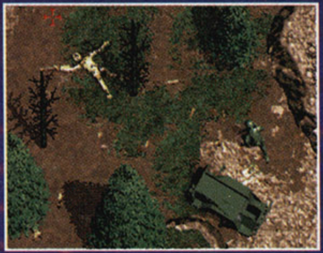
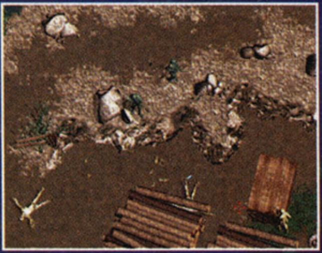


SAVE $10 ON TEKKEN 3 AT SEARS.
$10 OFF
TEKKEN 3
$10 OFF
FREE TEKKEN 3 T-SHIRT
with purchase of Tekken 3 at Sears.*
*while quantities last.
SEARS
FUNTRONICS
R5770400015$1000

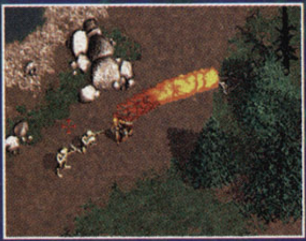
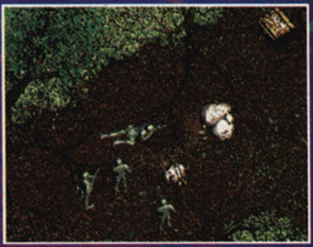
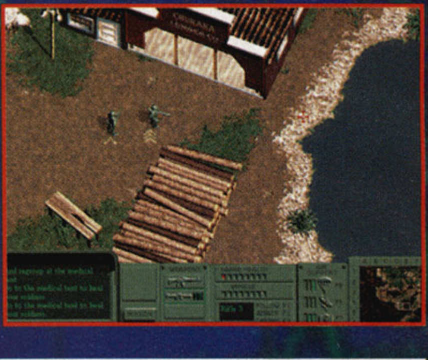
Good for $10 off single regular purchase price of Tekken 3. Valid 04/30/98 - 5/30/98 only. Offer not good on layaway balances, gift certificates or credit card payments. Not redeemable for cash. Not valid with any other coupons or offers. Limit one coupon per transaction, one per customer. Void where prohibited by law. Cash value 1/20c. ©1998 Sears, Roebuck and Co. Satisfaction guaranteed or your money back.

Army Men

Win 95

With so many serious military strategy games out on the market, it's nice to see one with a sense of humor. In Army Men, you control a strike team of little green plastic soldiers, the kind you'll find in any toy store—except these guys shoot real bullets at each other, ultimately shattering and melting their plasticine pals. The gameplay is reminiscent of EA's Syndicate, and the learning curve isn't nearly as bad as that in most C&C–style games. So far, Army Men looks like it will be worth its lengthy wait.—*Dan Elektro*

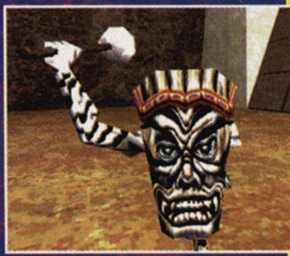
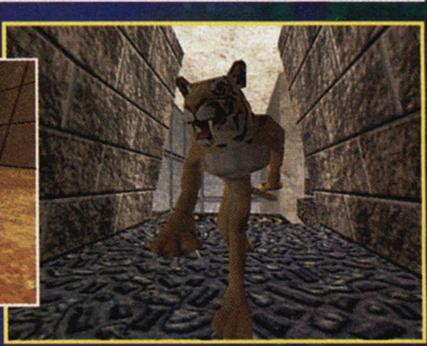
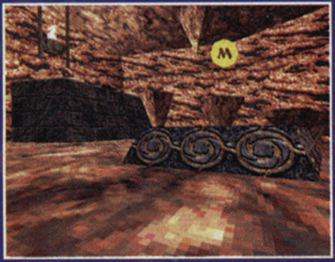
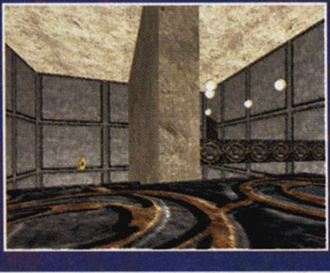
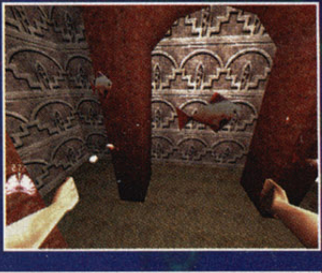




Developed and published by Studio 3DO
Available May

Montezuma's Return

Win 95 **DOS**

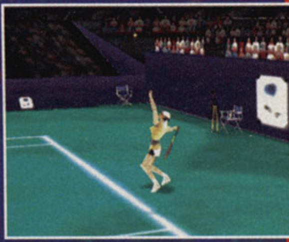
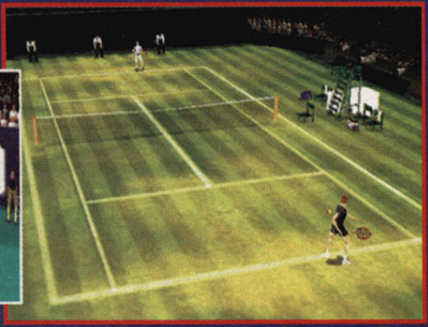
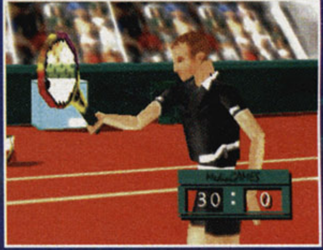
Old-timers may recall Montezuma's Revenge, the famed 8-bit action/adventure game that graced home computers in the mid-'80s. Now Montezuma Max is back, sporting an all-new 3D look and dozens of hours of gameplay. Exploring Aztec ruins from a first-person Quake-style perspective, you battle tigers, dragonflies, giant rats, Aztec warriors, and more—all without the aid of a weapon. There are no guns and no blood in this game, so you'll have to rely on your fists, your reflexes, and your quick thinking to solve the puzzles and get out alive.—*Dan Elektro*

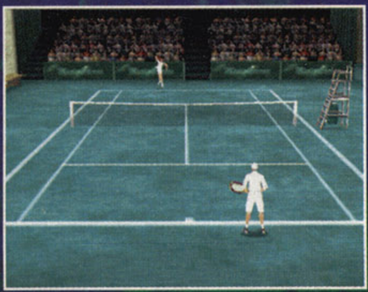
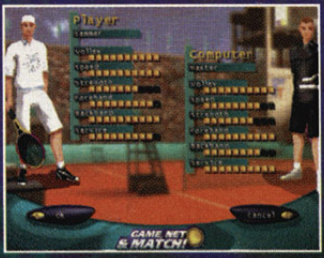
Developed by Utopia Technologies
Published by Take Two Interactive
Available May

Game, Net & Match

Win 95

Here's a fun quiz: Name a tennis game on the PC. Can't, can you? Blue Byte wants to change that with its new 3D-accelerated raquet smasher, Game, Net & Match. In addition to over 100 fictitious polygonal players and tons of smooth textures, GNM also offers online play, complete with world rankings and international tournaments. Best of all, if the computer opponents don't like a call, they'll argue with the umpire. The controls in the unfinished version we played were a little tricky, and some of the animations could be improved, but so far, Game, Net & Match scores more uncontested points than faults.—*Bad Hare*

Developed and published by Blue Byte Software
Available Second Quarter '98

Get Real.

To play with the best online, you gotta have speed, reflexes, awesome timing... and the right equipment. **DWANGO®** puts you in today's hottest games like QUAKE II™ with high speed, consistent data transfer that makes real-time interactive multiplayer competition a reality. No delays. No waiting. Just 24-hour access to the action.

Get Real.

National Shootout & Sweepstakes featuring QUAKE II™

You could win a screaming new PC for you or a private QUAKE II™ server for your clan!

Check out www.dwango.com for all the details!

Real games. Real fast. Real time.

Get www.dwango.com.

And get after it.

DWANGO®

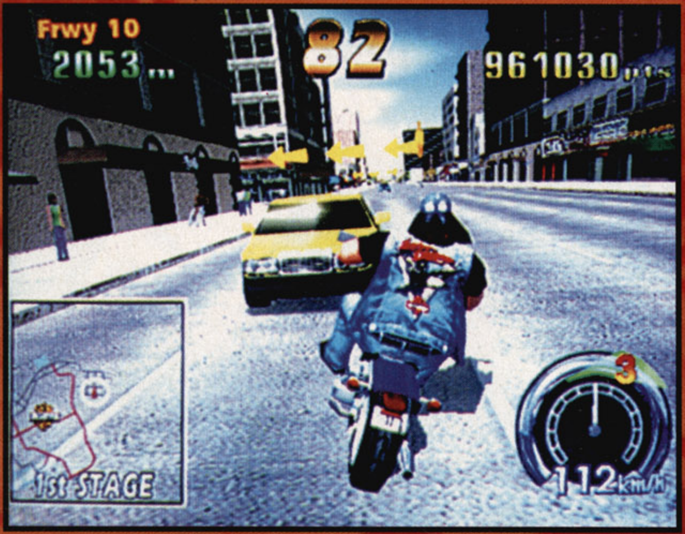
the ultimate real-time competition.

QUAKE® is a registered trademark and QUAKE II™, Id Software™ and the Id™ logo are trademarks of Id Software, Inc. QUAKE II™ © 1997 Id Software, Inc. All Rights Reserved.

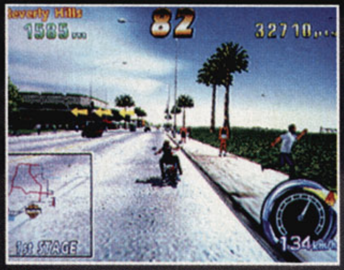
Harley-Davidson & L.A. Riders

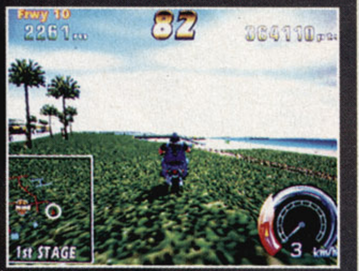
Speed through the streets of L.A. in Sega's latest Model 3 racer, Harley-Davidson & L.A. Riders.

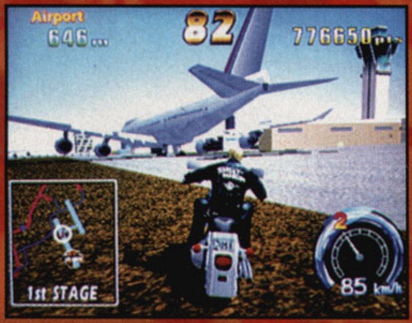
By Johnny Ballgame

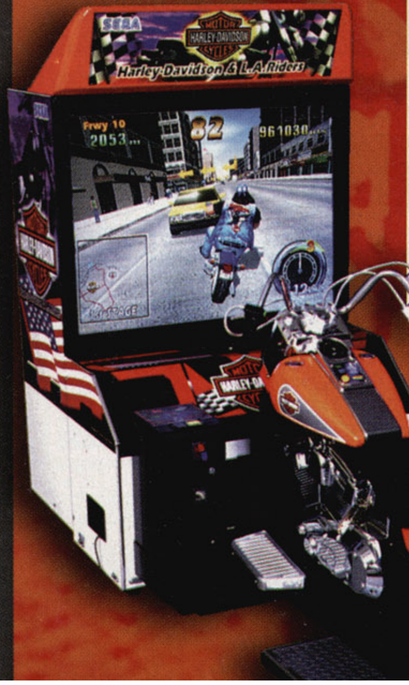

Frwy 10
2053 m
82
961030 pts
3
112 km/h
1st STAGE

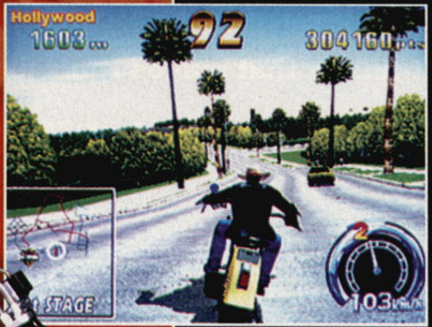
If you're a closet Hell's Angel who always wondered what it would feel like to cruise the freeway on a phat hog, here's your chance to burn some serious rubber.

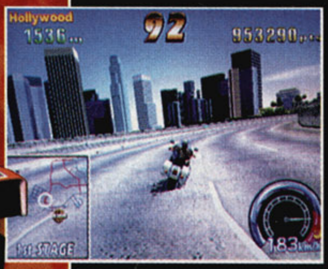

Beverly Hills
1585 m
82
32710 pts
1st STAGE
134 km/h


Frwy 10
2261 m
82
364110 pts
1st STAGE
3 km/h


Airport
646 m
82
776650 pts
1st STAGE
85 km/h


SEGA
Harley-Davidson & L.A. Riders

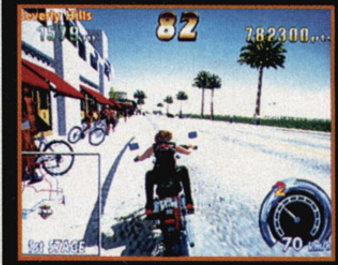

Hollywood
1603 m
92
304160 pts
1st STAGE
103 km/h


Hollywood
1536 m
92
953290 pts
1st STAGE
183 km/h

Hog Heaven

Harley-Davidson & L.A. Riders roars into the arcades with an awesome assortment of authentic motorcycles. As the first officially licensed Harley-Davidson simulator, the game enables bikers to select from six classic hogs, including the FLSTF Fat Boy, the FXRP Police Motorcycle, the FXDWG Dyna Wide Glide, the FL Panhead 1948, the XL 1200S Sportster, and the 1200 Sport. Plus, you and your friends will be able to ride like an old-school biker gang, rumbling down the streets of LA, as up to four machines can be linked together at one time.

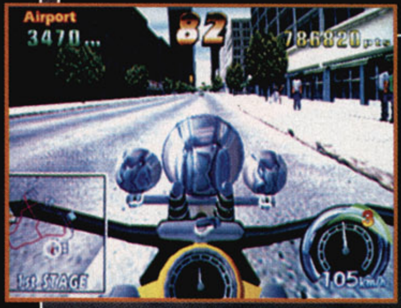
To Ride and Die in L.A.


Beverly Hills
82
782300 pts
1st STAGE
70 km/h

When playing Harley-Davidson & L.A. Riders, you'll actually sit on a Harley replica, turning the handle bars and using both your front and rear brakes to lean into corners and around hazards. The courses feature shortcuts, detours, and side streets as you race through virtually every part of L.A., including Hollywood, the freeway, and the airport.

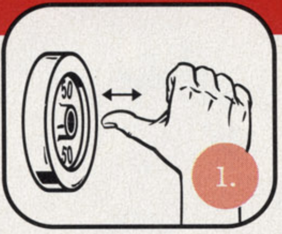
The game's Model 3 graphics zoom by at over 1 million polygons per second, keeping the action both fast and smooth as you haul ass through the City of Angels. Harley-Davidson also lets you switch between three distinct viewpoints.

Whether you're a greaser or just a gamer looking for a fun time, Harley-Davidson is growling to give you the wildest ride you can handle without a helmet.

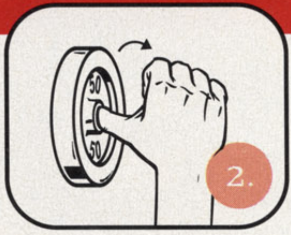

Airport
3470 m
82
786820 pts
1st STAGE
105 km/h

Respected coach and video gameologist Tom "The Thumb" Blake says serious players hit the weight room before they hit the rumpus room. That's why Coach Blake recommends

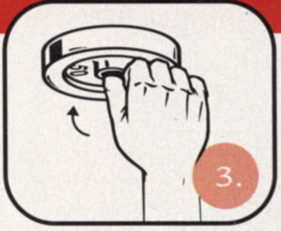
Thumb Weight Training.



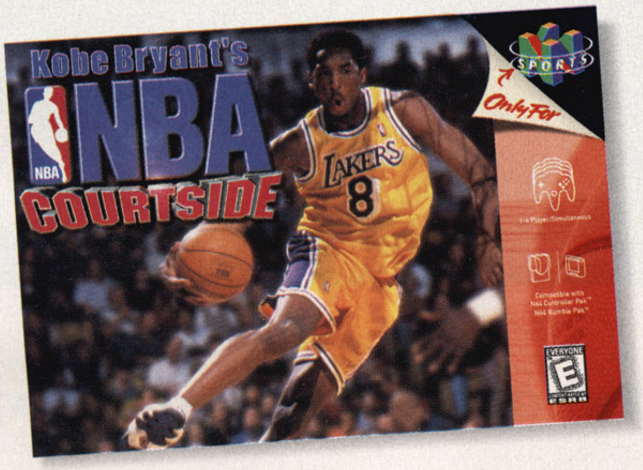
Insert thumb into hole in weight. Never work without a spotter. Carelessness can lead to needless injuries.



Holding your hand upright, lift your thumb towards the sky. Be sure to exhale. Remember, weightlifting is 53% physical, 26.84% mental and 20.16% breathing.



Extend your thumb fully. You should feel it all the way down into your palm. If your larynx starts to hurt, you're not extending properly. Return to the one position and repeat.


Kobe Bryant's
NBA
COURTSIDE
LAKERS
8
Only For
SPORTS
EVERYONE

1080°
TenEighty
SNOWBOARDING
NINTENDO 64
Only For
EVERYONE

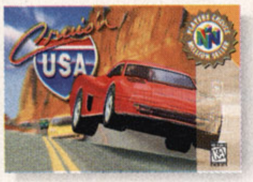
Coach Blake gives these games for your Nintendo 64 two big muscular thumbs up. And they're just

$49.99

WAVE RACE 64

TUROK
DINOSAUR HUNTER
Acclaim

STAR WARS
SHADOWS OF THE EMPIRE



SUPER MARIO 64

MARIO KART 64

Coach Blake also recommends hustling down to Target and picking up these great games for just

$39.99

Get into the game.

TARGET
EXPECT MORE. PAY LESS.

How to start the mother of all wars

{*or why deception, cruelty and betrayal are your friends*}

To start "The War of the Lions," you must use bold strokes. Regicides, double-crosses, violations of queens, good options all. Whatever your plan, once begun, a war of this magnitude is not to be trifled with. This is a brutal conflict of epic proportions, where each hallowed victory brings you closer to the very heart of darkness. Battle after battle, you will command your fighting party across magical lands protected by hostile forces. You will need the help of the bravest warriors, as well as armor, weapons, intricate battle plans and magical spells. Be ruthless. Be clever. Or be dead.

Training an army

{*or how to ensure the biggest, baddest, meanest SOBs are on your side*}

In Final Fantasy Tactics,™ you are Ramza, a young squad leader and an ally of Princess Ovelia. It's up to you to lead an elite fighting squad of your own choosing into battle. You must train them to be powerful Black Mages who can cast magic spells, Summoners who can awaken terrible beasts, Wizards,

PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. Final Fantasy and SquareSoft are registered trademarks of Square Co.,

TEEN
T
AGES 13+
CONTENT RATED BY
ESRB

Ninjas, Bards, Archers, Thieves and more. There are nineteen fighting classes and four hundred abilities to master. If you go into battle ill-prepared, may the enemy make the blood run cold from your heart.

EFFECTIVE BATTLE STRATEGIES

{or further discussions from the annals of shoot first, ask questions later}

As the ancient history of warfare reveals, you will survive if your battle strategy is strong, and perish if it is not. You will lead the charge through impressive lands trying to gain the best strategic positions in forests, castle ramparts, swamps and valleys. You can buy and sell equipment, hire new soldiers and plan glorious battle strategies. May you conquer the enemy or may you die trying.

PlayStation

SQUARESOFT®

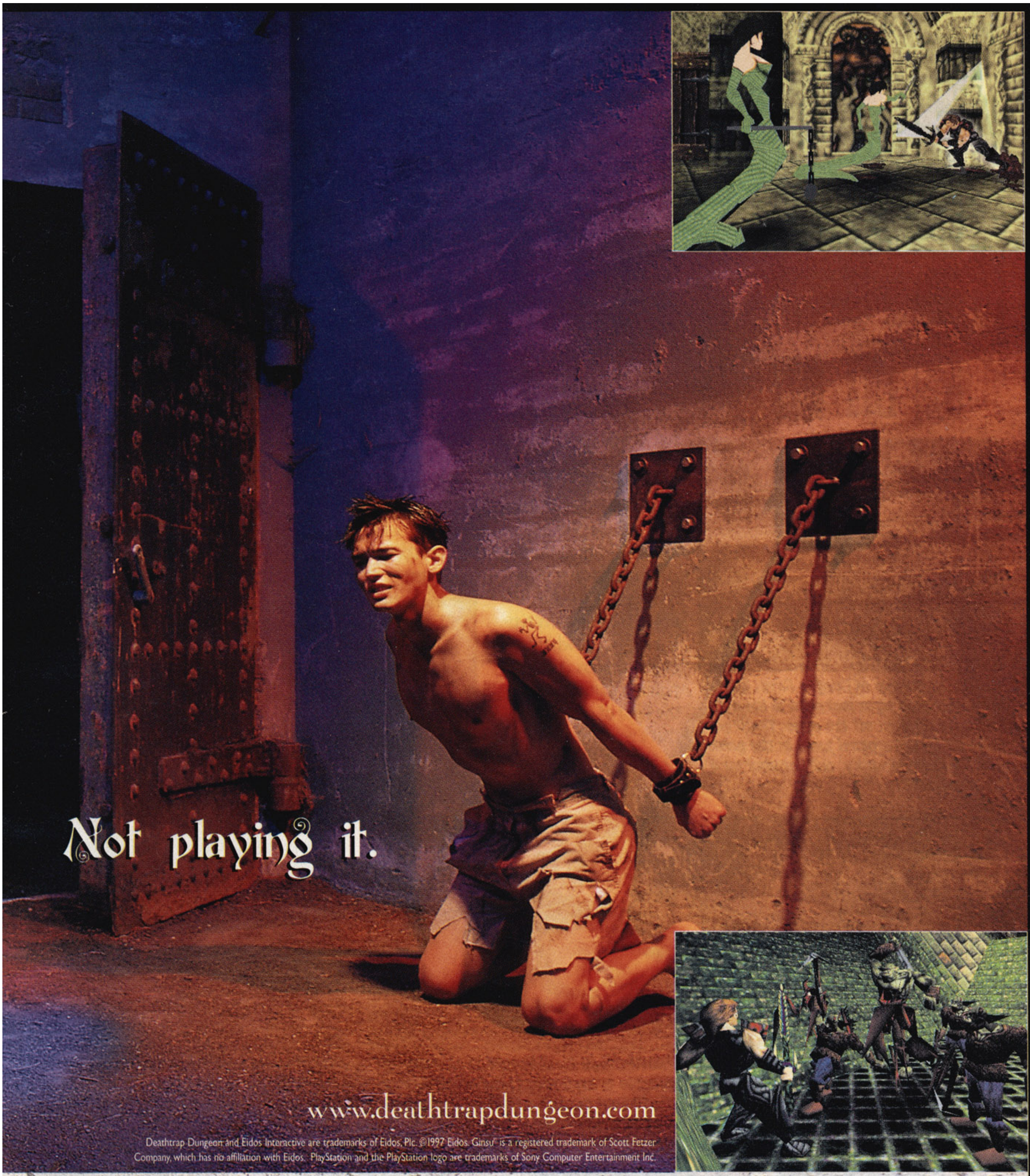
FINAL FANTASY TACTICS™

Ltd. ©1997/1998 Square Co., Ltd. Final Fantasy Tactics is a trademark of Square Co., Ltd. ©1998 Square Co., Ltd. All rights reserved. www.playstation.com

There's only
one thing
more torturous
than playing
Deathtrap Dungeon.

-IAN LIVINGSTONE'S-
DEATHTRAP
Dungeon

"Beat me. Whip me. Just don't hit that Quit button." Consider it your battle cry. Then bring on the skeletal warriors, zombies and countless other undead denizens. Each one is another chance to slice and dice like a Ginsu® knife gone bad. Or simply cast a spell



Deathtrap Dungeon and Eidos Interactive are trademarks of Eidos, Plc. ©1997 Eidos. Ginsu® is a registered trademark of Scott Fetzer Company, which has no affiliation with Eidos. PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment Inc.

on the evil priestess who's done you wrong. Because in this cavernous maze of devious traps, it's all about cheating death at every turn, blurring that fine line between pleasure and pain. And just when you think you can't take it anymore, consider the alternative.

PC CD

PlayStation

EIDOS
INTERACTIVE

You've been warned.

1080° Snowboarding

(By Nintendo)

By Air Hendrix

$49.99	Snowboarding
256 megs	2 players
Available April	8 tracks

EVERYONE E CONTENT RATED BY ESRB

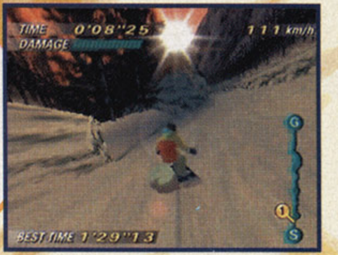
Replay? HI

Challenge int Level

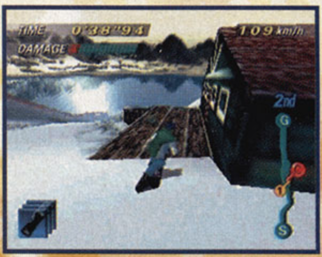
From the masterminds behind Wave Race 64 comes 1080° Snowboarding, a phenomenal game that does for snow what Wave Race did for water. If you're looking for the latest thrill, the next great N64 game is here.

1080 starts its run with six racing tracks, a halfpipe, an Olympics–style jump, five boarders, and a fine selection of rides. The racing's intense, addictive, and great fun as you battle through three tournaments to unlock tracks and other secrets. Along with the strong two-player action, a cool Tricks mode lets you rack up points by pulling off stunts like the stalefish, the shifty, and yes, the 1080-degree spin.

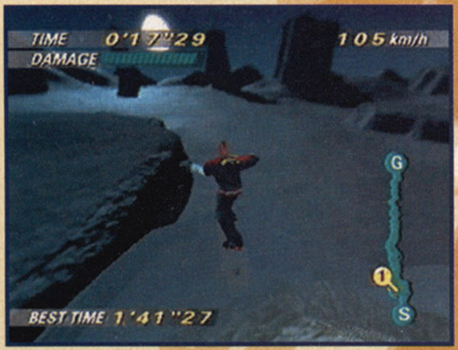
1080's not perfect—the sounds could be better, the controls have a significant learning curve, and doing tricks means typing out somewhat tedious combos (like in a fighting game). Still, it's the kind of great game that's worth snapping up as soon as it's out. **G**



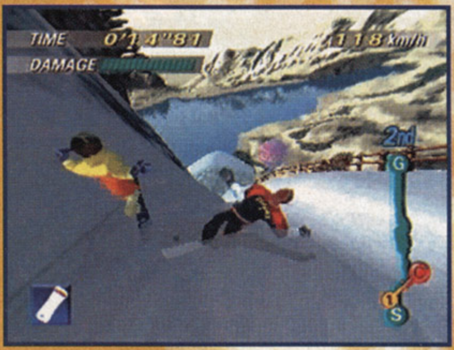
PROTIP: Head into the trees at this junction on Golden Forest for a challenging but fast deep-powder shortcut.



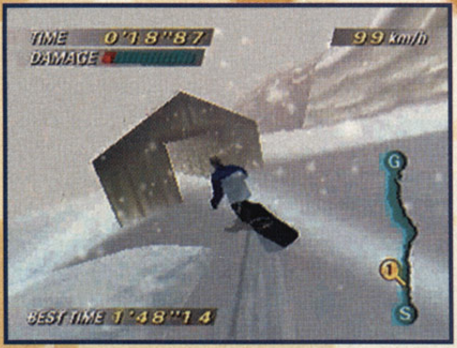
PROTIP: If you nail this tricky jump on Crystal Lake, you'll land on a much faster run.



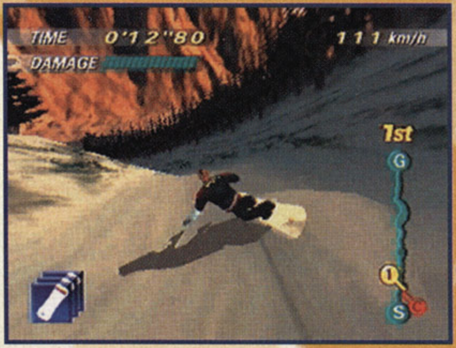
PROTIP: At the top of Dragon Cave, ignore the purple neon signs that point to the right and head straight off the edge. You'll get huge air on the biggest jump in the game and, more importantly, gain ground on a great shortcut.



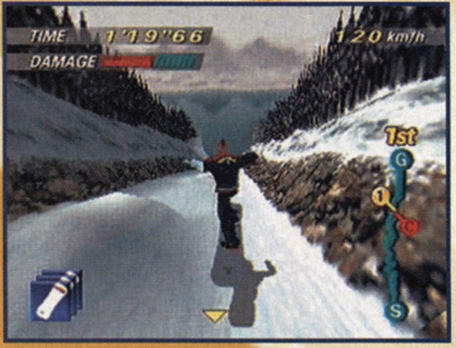
PROTIP: Don't hesitate to sideswipe or otherwise plow into your opponent if they're overtaking you. Just don't ram them from behind—that only knocks you down.



PROTIP: On Mountain Village, the fastest path through the top of the course is to stay to the left, jump down into the icy stretch, then head straight through the house and jump over all the moguls.



PROTIP: Tuck (hold Button Z) as much as possible to keep your speed up. When you need to cut through a tight turn, stand up long to get the turn under control, then immediately tuck again.



PROTIP: While a few jumps require you to lean back to land, most of the time you only need to match the angle of your board with the angle of the slope, then nose forward just a touch.

Sound

4.0

The sounds have a good day on the slopes, but they're definitely the game's weakness. While effects like the rasp of your board crossing ice heighten the experience, the lame voices and repetitive music get old.

Control

5.0

Not many games have controls this tight. Whether you're slicing through turns or bagging big air, 1080 superbly duplicates the experience of snowboarding. Because it's realistic, mastery requires practice, but the payoff's there.

Fun Factor

5.0

With thrills like shredding the slopes, busting off slick tricks, and dusting a friend in the great two-player mode, 1080's tremendous fun. Tight gameplay and replayability mean you won't regret a penny spent on this game.

Graphics

5.0

1080's simply gorgeous. Breathtaking snow effects, such as the fluffy spray of deep powder, combine with lifelike animations and cleverly designed courses to deliver a visual extravaganza.

OCEAN PRESENTS

MISSION: IMPOSSIBLE

COMING SUMMER 1998

ocean

INFOGRAMES

www.oceangames.com

NINTENDO64

Paramount

Rampage: World Tour

(By Midway Home Entertainment)

By Scary Larry

Challenge: beg Level | Replay? LO | EVERYONE E (Content rated by ESRB)

Price not available
96 megs
Available now
Action/adventure
3 players
130 cities
Side view

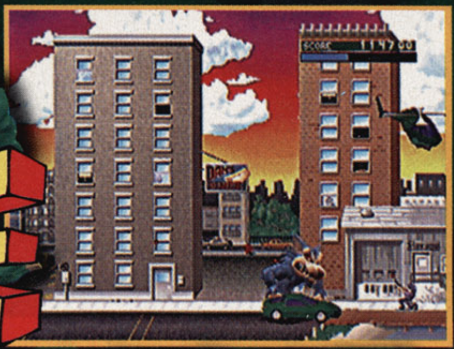
RAMPAGE
WORLD TOUR

If you're a huge fan of the original Rampage, you'll certainly want this nostalgic building-basher on your shelf. If you've never played Rampage before, curiosity and the price of a rental is all you'll need. Everyone else will be instantly bored by the repetitive gameplay.

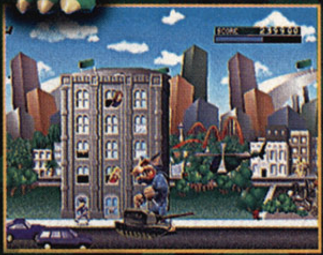
Playing as one of three monsters, it's your job to eradicate edifices by punching and stomping on buildings throughout several U.S. cities (with bonus international cities thrown in for good measure). And while this is going on, you'll have to deal with angry citizens, police, and armed forces as they try to tear you apart piece by piece. If you play against a friend, you'll even have a chance to beat each other up.

The structures lack variety, but you probably won't spend a lot of time admiring the buildings you're destroying. The music is only mediocre, and the control is a no-brainer—much like the gameplay.

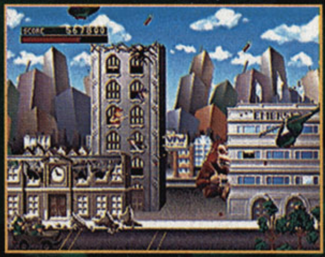
In the end, Rampage World Tour roars loudly, but it ultimately whimpers away when stacked against other N64 titles. **G**



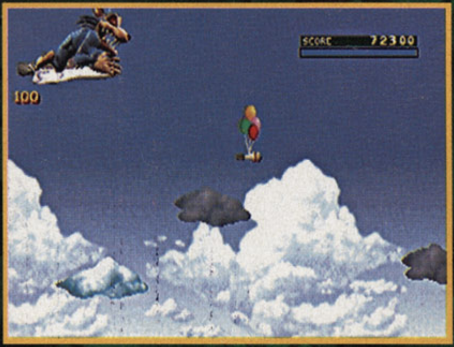
***PROTIP:** Always try to eat the pesky gunners on the ground or the guys tossing dynamite from the windows first.*



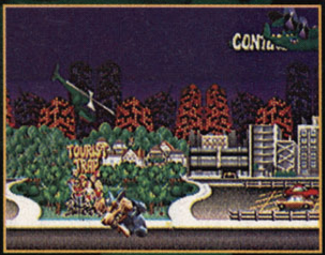
***PROTIP:** The tanks are the hardest vehicles to destroy because their shots hurl you across the screen. It's best to attack them when their turret is pointed in the opposite direction.*



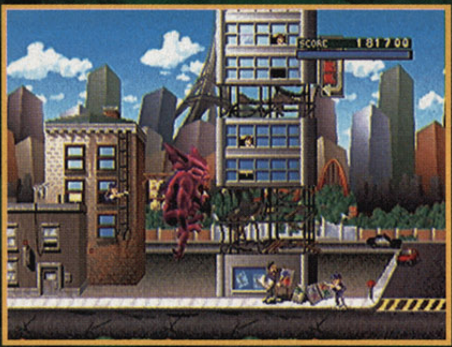
***PROTIP:** You don't have to completely destroy a building in order to move on to the next one. When you see a structure self-destruct, jump off it to save a few precious seconds.*



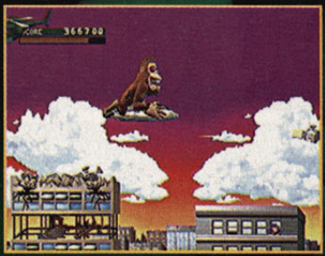
***PROTIP:** When flying into the bonus rounds, press Up at the end to access hidden stages.*



*◀ **PROTIP:** Always destroy side buildings shaped like famous landmarks. These tourist traps offer delectable citizens by the handful to boost your health.*



***PROTIP:** When you come across barrels of toxic waste, grab them. They turn you into the winged demon Vern, who can destroy some buildings in just three hits.*



*◀ **PROTIP:** Jump on the alien spacecraft for a free ride and some awesome firepower.*

Control

4.5

There's not much to do besides punch, kick, and jump. Annoying problems like jumping on a building only to fall into water will vex you a little, but everything else control-wise is rock solid.

Sound

3.5

Human screeches and explosions are everywhere, but where are the subtle nuances like sirens, machine-gun fire, and farting? Plus, the standard rock music delivers the same riff continuously.

Graphics

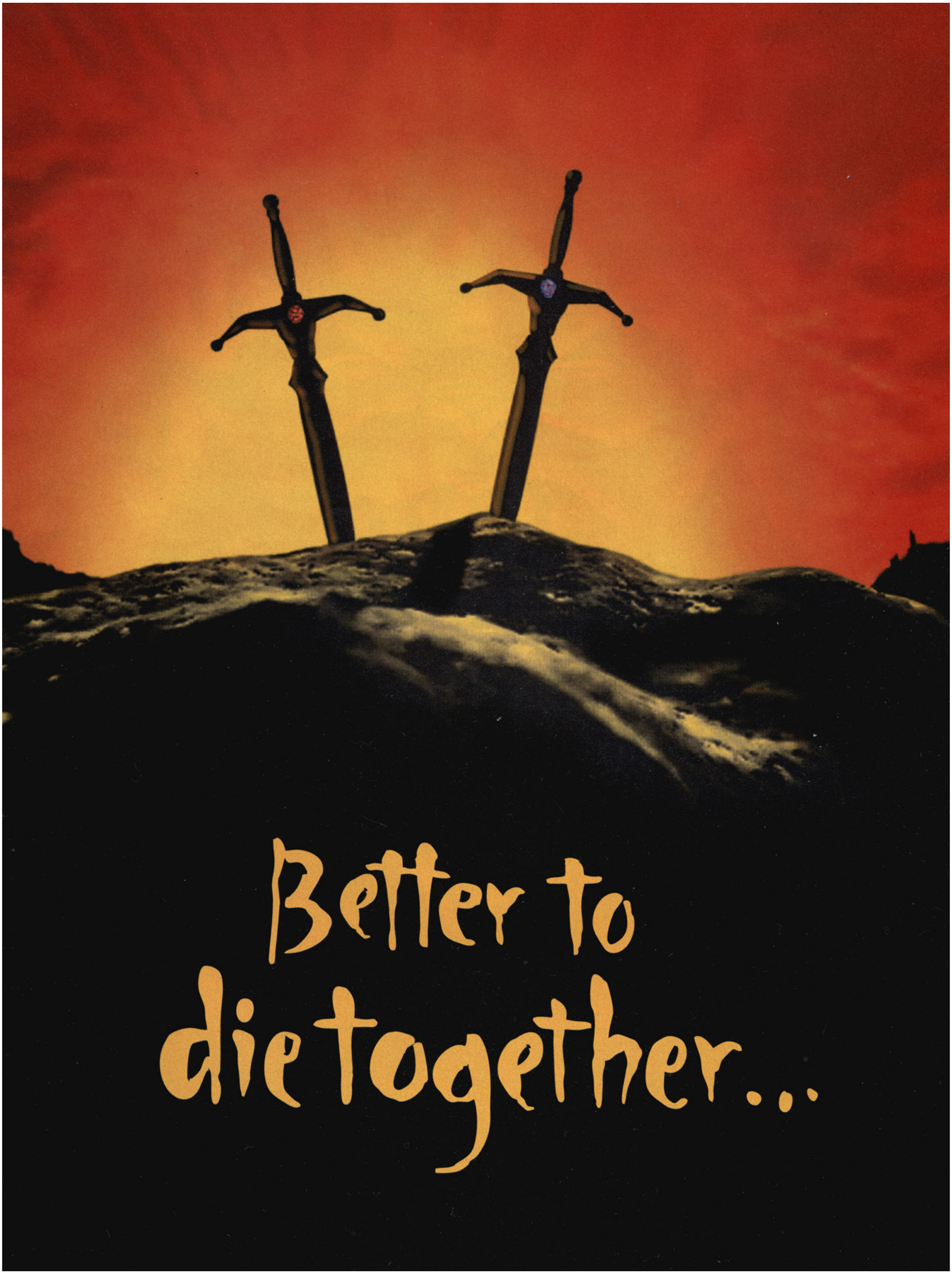
3.0

Cartoony and a little too colorful, the game's graphics strength relies heavily on its comic background touches (people in phone booths, nuns and priests on the sidewalk, and so on). Although each city's major landmarks are present, the game's look is still Dullsville.

Fun Factor

3.0

It's mindless, it's simple, but damn it, it's fun...for the first 20 minutes. When you realize that you're basically destroying the same buildings over and over again, you may opt to calm down from your Rampage and read a good book.

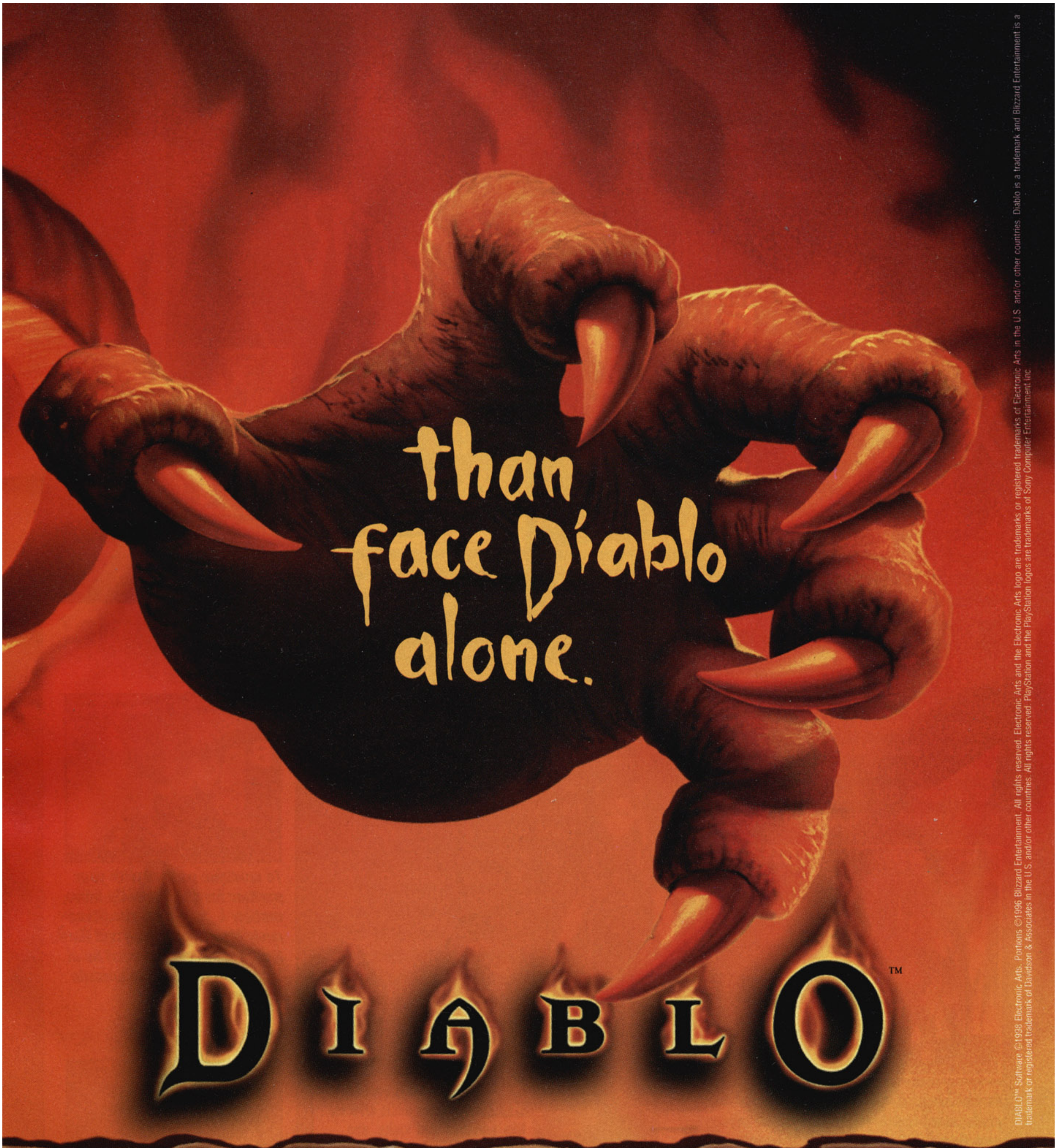

Better to
die together...

PlayStation

2 PLAYER
HACK-AND-SLASH ACTION

3 UNIQUE
CHARACTERS TO DEVELOP

OVER 20 POWERFUL SPELLS
AND 300 MAGICAL ARTIFACTS



Join a companion on a quest to defeat Diablo and his dark minions. Storm dungeon labyrinths as a Warrior, Rogue, or Sorcerer, gaining power with every enemy destroyed. There can be no peace until Diablo, the Lord of all Evil, is defeated.

PlayStation
DIABLO
2 PLAYER
PLAYSTATION EDITION

"4 ½ out of 5"
— *PSM Magazine*

MATURE
M
AGES 17+
CONTENT RATED BY
ESRB

ELECTRONIC ARTS™

in association with
BLIZZARD
ENTERTAINMENT

DIABLO™ Software ©1998 Electronic Arts. Portions ©1996 Blizzard Entertainment. All rights reserved. Electronic Arts and the Electronic Arts logo are trademarks or registered trademarks of Electronic Arts in the U.S. and/or other countries. Diablo is a trademark and Blizzard Entertainment is a trademark or registered trademark of Davidson & Associates in the U.S. and/or other countries. All rights reserved. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc.

X-Men vs. Street Fighter

(By Capcom)

By Major Mike

$49.99 Fighting
Available May 2 players

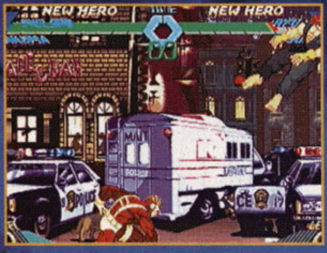
Challenge int Level

Replay? MED

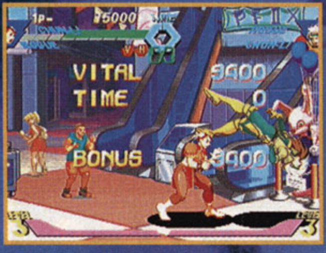
TEEN T AGES 13+

X-Men vs. Street Fighter finally arrives on the PlayStation, only to be KO'd by an evil tag-team of choppy graphics and slow gameplay. Add in the discarded change-fighter feature, and X-Men vs. SF quickly tumbles to the bottom of Capcom's PlayStation brawl barrel.

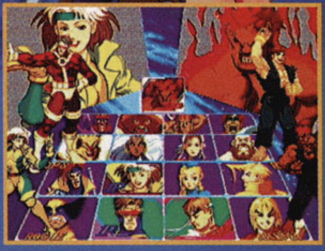
Right off the bat, the game suffers a major setback in this translation: Unlike in the Saturn import, you can't change fighters at will during a match. Instead, your partner can only briefly enter the fray during a Team-Up Move or Counter. This reduces the game to a one-on-one fighter and removes the diversity that made the arcade version so much fun to play.



PROTIP: Repeatedly slam your opponent into the ground on the Manhattan stage to break through to the sewers below.



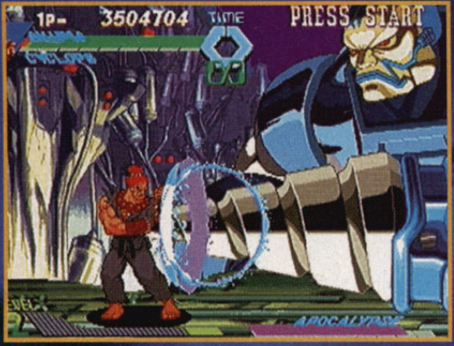
PROTIP: After defeating your opponent, press Start to keep smacking 'em around.



PROTIP: To play as Akuma, keep pressing Up at the fighter-select screen.

Even as a straight one-on-one fighting game, though, X-Men vs. SF has huge problems. The biggest villains are the flagging animation and torturously slow gameplay. The fighters suffer from jerky animation, and some of the screen-filling super moves bring the action to a grinding halt—which ruins your timing. Even the highest turbo setting doesn't hasten the game's pace.

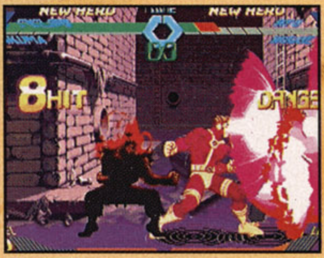
If you're dying to pit the super heroes against the Street Fighters, X-Men vs. Street Fighter is worth a cautionary rental at best. Otherwise, steer clear of this unheroic home translation. G



PROTIP: Even if you block Apocalypse's giant drill attack, you'll still take massive damage. Jump over the drill to avoid it completely.

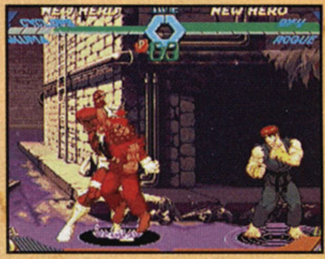
Team Time!

Team-Up Move



To combine powers with your partner for the Team-Up Move, motion ↓ ↘ → and simultaneously press Hard Punch and Hard Kick. Your Super Bar must be at Level Two or higher to execute this move.

Team-Up Counter



To perform a Team-Up Counter Move, motion ← ↙ ↓ and press any Punch or Kick button while blocking an attack. Your Super Bar must be at Level One or higher to do this move.

Control
3.0
All the super moves and special moves are easy to execute, but the slow gameplay ruins your timing—especially when you're trying to execute a high-hitting combo or a precision air juggle.

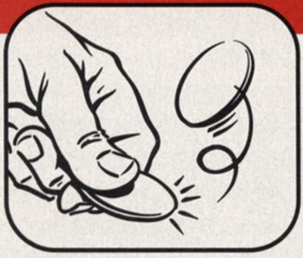
Fun Factor
2.0
X-Men vs. Street Fighter belly-flops onto the PlayStation with a resounding thud. Fans of both X-Men and SF will find nothing but slow gameplay, choppy graphics, and extreme disappointment.

Sound
4.0
The music is excellent, but some audio effects, like punches and kicks, are muted and sound like they were recorded through a pillow.

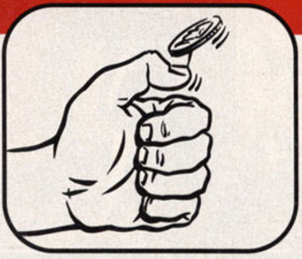
Graphics
2.5
The hand-drawn fighters look great, but only when they're at a standstill. Moving characters display jerky animation, and the gameplay is riddled with slowdown.

Respected coach and video gameologist Tom "The Thumb" Blake says training the same way every day is like playing the same game over and over again. Eventually you're going to get burned out. That's why Coach Blake recommends

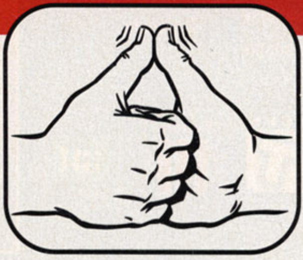
Thumb Cross Training.



Child's play? Hardly. Tiddly Winks is a great way to work many of the same muscles you use in most of the latest video games.



Flipping coins is not only a great way to pass a few hours, it's great thumb exercise. Heads, you win! Tails, your next video game opponent loses!



When done properly and played according to USTWA rules, not only is thumb wrestling great fun, it's great exercise!

BLASTO
PlayStation
NBA SHOOTOUT 98
PlayStation
SONY

Coach Blake says all the training in the world doesn't do you much good if you're still playing lame old games. So check out these great titles at Target for just $39.99

Don't let the coach catch you sitting on your thumbs when Target has these beauties for just $19.99

GREATEST HITS
PlayStation
CRASH BANDICOOT
GREATEST HITS
PlayStation
Jet Moto
GREATEST HITS
PlayStation
2XTREME

Get into the game.

TARGET
EXPECT MORE. PAY LESS.

Dead or Alive

(By Tecmo)

By Scary Larry

Price not available

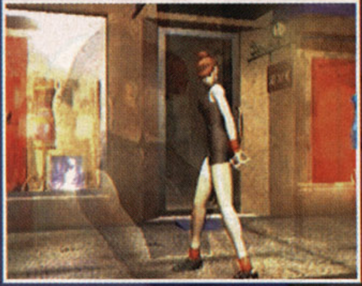
Available now

Fighting

2 players

TEEN T AGES 13+ | Replay? HI | Challenge Int Level

DEAD OR ALIVE

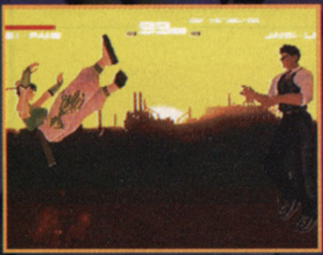


Dead or Alive comes alive on the PlayStation, featuring the sexiest fighters around!

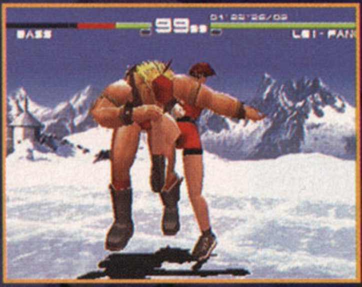
Tecmo enters the fight-night frenzy on the PlayStation with Dead or Alive, its competitor to heavyweight champs like Tekken 3, Street Fighter EX Plus, and Bloody Roar. While it goes for the speed and style of Virtua Fighter 2, it also adds other components like explosive ring-outs, air juggles, and small combos.

A noticeable element lacking in Dead or Alive, though, is depth. DOA doesn't have big 10-hit combos or linking moves; instead, it uses an overly aggressive countering system that makes it seem more like a training exercise than a contender for the PlayStation's top fighting game.

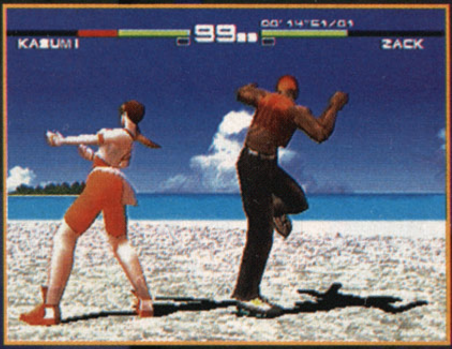
It's not Tekken 3, but then again, it's not supposed to be. What Dead or Alive does offer is a quick plug-and-play game where novices can open a can of whup-ass and flex their fighting muscles a little. Experts may feel like toying around with DOA, but only until they get their hands on Tekken 3. G



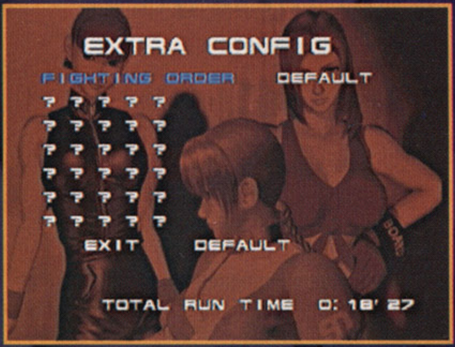
***PROTIP:** Lure opponents to the edge of the ring and fight there. If they fall outside the boundary, they're hit with a small, but harmful, explosion.*



***PROTIP:** Countering too much will cause the A.I. to respond with more throws, so counter with moderation.*



***PROTIP:** Whenever you get turned around during a fight, immediately counter (simultaneously press Away and □). If your opponent follows up with a punch or a kick, you'll catch them off-guard.*



EXTRA CONFIG

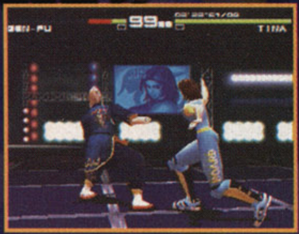
FIGHTING ORDER DEFAULT

? ? ? ? ?
? ? ? ? ?
? ? ? ? ?
? ? ? ? ?
? ? ? ? ?
? ? ? ? ?

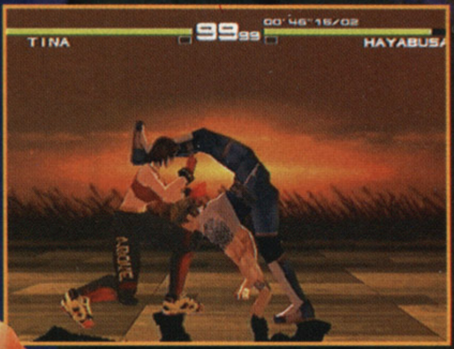
EXIT DEFAULT

TOTAL RUN TIME 0: 18' 27

***PROTIP:** Play every character to the end. After you beat Radou, the option board will contain hidden options and you'll be able to change your character's costume.*



***PROTIP:** Gen Fu is one of the toughest fighters: He's small, so you'll have to crouch to fight him. Don't bother with roundhouse kicks—they go right over his head.*



***PROTIP:** Small, short jabs will counter a lot of tricky combos. Crouching and jabbing will also effectively deflect some sweeps.*

Graphics

4.5

Smooth and fast, Dead or Alive will certainly challenge other PlayStation brawlers this year. Improved backgrounds (compared to the Saturn version) also give the game's look a boost.

Sound

4.5

You won't catch yourself humming DOA's tunes, but the game does put together a solid array of voice and sound effects. The explosions during ring-outs are also really impressive.

Fun Factor

4.0

Because of good, sparse graphics, speedy gameplay, and easy-to-learn moves, Dead or Alive is a fine game for players who think that Tekken 3 is too complex or challenging.

Control

4.0

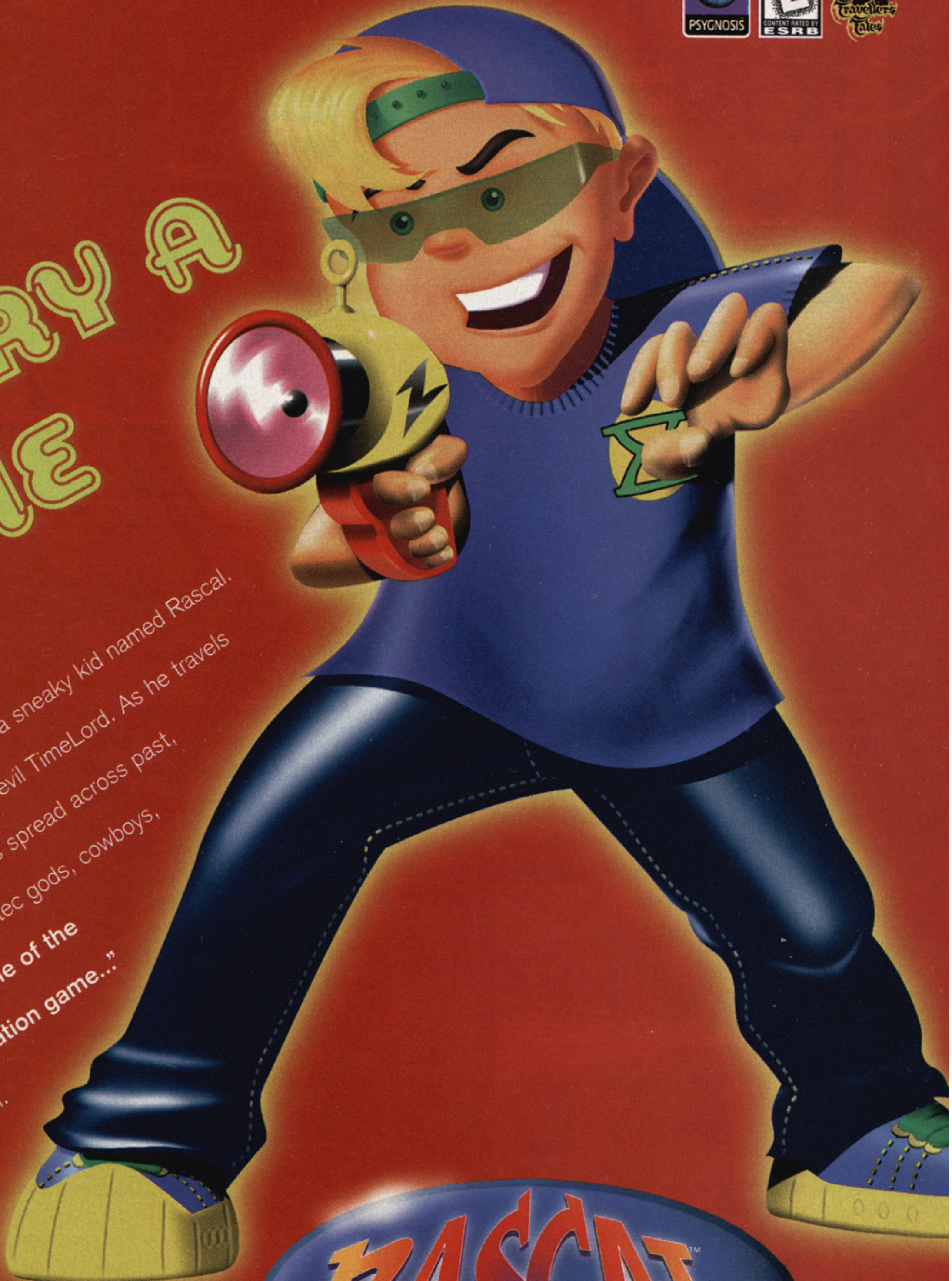
The controls respond smoothly, but the game relies too heavily on countering, which can go back and forth aggressively during a match. And as in its Saturn counterpart, blocking is cumbersome in this PlayStation version.

PlayStation™

www.psygnosis.com PSYGNOSIS EVERYONE E CONTENT RATED BY ESRB Traveller's Tales

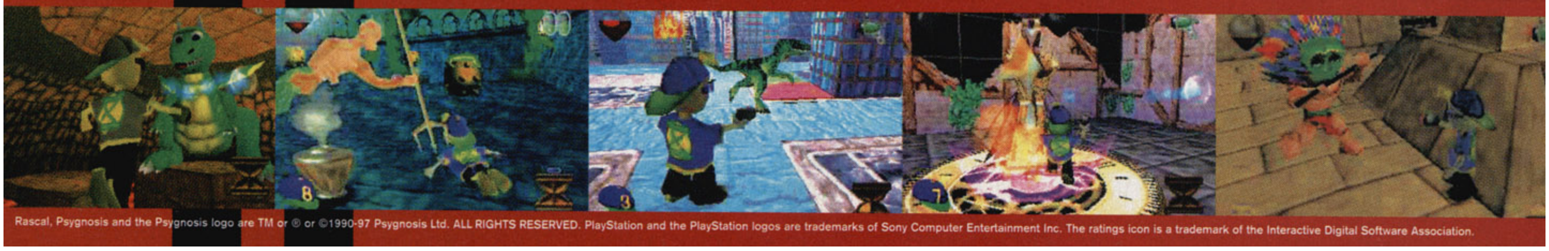
GIVE HISTORY A WEDGIE

Historical bad guys are screaming, thanks to a sneaky kid named Rascal. He's on a mission to rescue his dad from an evil TimeLord. As he travels through time, he'll explore 18 different levels spread across past, present and future. He'll also have to zap Aztec gods, cowboys, and pirates within worlds that display **"...some of the most impressive 3D graphics in a PlayStation game..." (Next Generation).** So keep your eyes open. And bad guys, watch your backs.



RASCAL™

3-D ACTION ADVENTURE GAME



Rascal, Psygnosis and the Psygnosis logo are TM or ® or ©1990-97 Psygnosis Ltd. ALL RIGHTS RESERVED. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.

Need for Speed III: Hot Pursuit

(By Electronic Arts)

By Air Hendrix

$49.95	2 players
Available now	8 tracks
Racing	8 cars

Challenge adj Level

EVERYONE E CONTENT RATED BY ESRB

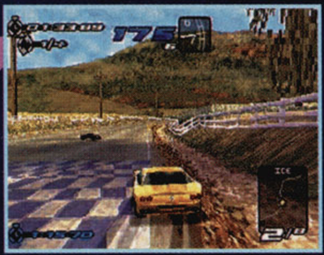
Replay? HI

The best of its series and one of the finest racers on the PlayStation, Need for Speed III roars across the finish in a brilliant return to its roots. It's a game no racing fan should go without.

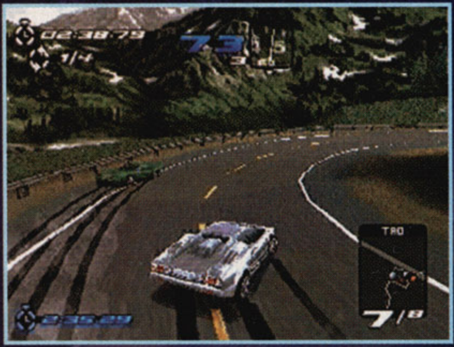
As always, Need III delivers the glory cars, giving you eight hot rides like the Lamborghini Countach, Ferrari 355 F1, and Mercedes CLK GTR to choose from. Eight well-designed tracks make for riveting action, but the real bummer here is that half are mere palette swaps of the others, though new paths open up to give you some fresh territory.

Need's awesome gameplay makes amends, however, delivering SF Rush–style action loaded with thrilling jumps, cool shortcuts, and fender-banging mayhem. A killer Hot Pursuit mode challenges you to evade marauding cops, and while the two-player split-screen mode suffers from a little slowdown, it's definitely playable.

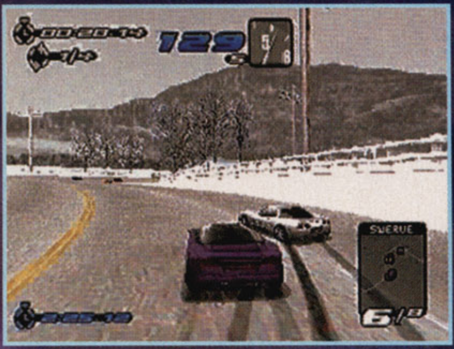
If you're feeling that need, the speed's definitely waiting for you in Need for Speed III. It's a wild ride. G



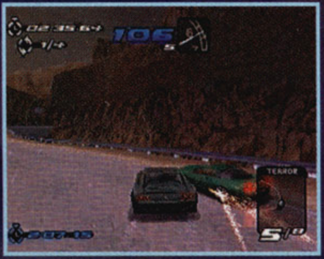
PROTIP: With a few major exceptions, Hometown's a series of rhythmic turns that can be taken at high speed. Learn the pattern and steer ahead to set up a tight line.



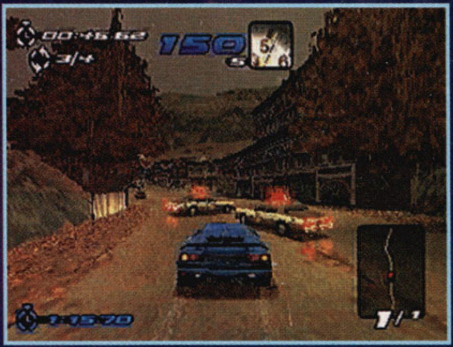
PROTIP: You can't win races without a tight powerslide. Before a sharp turn, hit the handbrake (without releasing the gas) and begin steering through the turn. After your car skids so that it's lined up to exit the turn, immediately countersteer out of the turn to stop skidding and shoot forward.



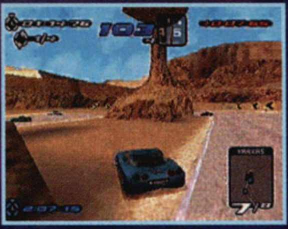
PROTIP: Learn the CPU cars' personalities to gain tactical advantages. For instance, if you honk at Swerve just as you approach him, he'll, well, swerve out of your way.



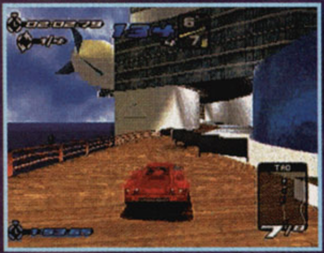
◀ PROTIP: If you're trying to overtake a car, set up on the inside of a turn. You will either hold the line and pass them, or you will skid out and take them into the wall.



PROTIP: In Hot Pursuit mode, the cops will set up roadblocks. Scope out all the shortcuts, like the path around the covered bridge in Hometown, so you can blow right by 'em.



◀ PROTIP: In Redrock Ridge, there's a shortcut through the hairpin that'll gain you lots of ground. Watch for a sudden break between the rock walls and make your hairpin turn earlier over this dirt road.



PROTIP: Hop onto the boardwalks right away in Atlantica. They give you a huge boost by setting you up on a great line for the subsequent turns.

Control

5.0

These babies handle like a dream. Each car has a distinct feel, but all of them respond with unparalleled control, especially when it comes to powersliding.

Sound

4.5

Excellent sound effects, like the bass growl of the engines, intensify the action and provide crucial feedback on your car's performance. However, the music's definitely lame, and configuring the two-player sound can be tricky without a stereo TV.

Fun Factor

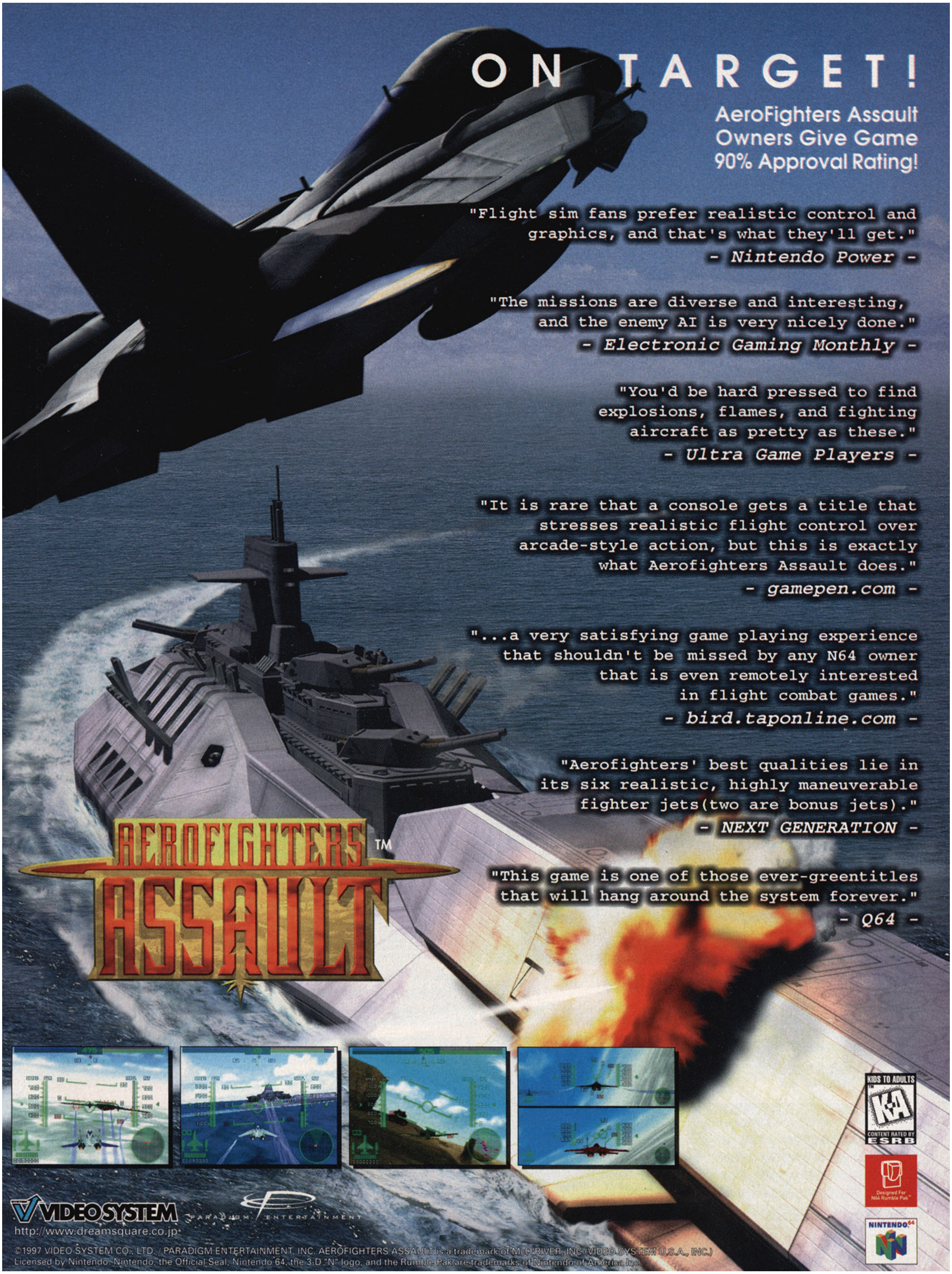
4.5

Need III is one of the best arcade racers on the PlayStation, and backs that up with a tight Sim mode and a wild, rowdy ride in the awesome Hot Pursuit mode. The lone flaw is the lack of variety in the tracks, but this one's absolutely worth its price tag.

Graphics

5.0

With sleekly modeled cars, amazing lighting effects, and gorgeous tracks, Need III is just plain beautiful to look at. The speed, while not as blazing as Ridge Racer Revolution, is fast enough to get the adrenaline flowing hard.



AEROFIGHTERS ASSAULT™
KIDS TO ADULTS
K-A
CONTENT RATED BY ESRB
Designed For N64 Rumble Pak™
NINTENDO 64
VIDEO SYSTEM
PARADIGM ENTERTAINMENT

ON TARGET!

AeroFighters Assault Owners Give Game 90% Approval Rating!

"Flight sim fans prefer realistic control and graphics, and that's what they'll get."
- Nintendo Power -

"The missions are diverse and interesting, and the enemy AI is very nicely done."
- Electronic Gaming Monthly -

"You'd be hard pressed to find explosions, flames, and fighting aircraft as pretty as these."
- Ultra Game Players -

"It is rare that a console gets a title that stresses realistic flight control over arcade-style action, but this is exactly what Aerofighters Assault does."
- gamepen.com -

"...a very satisfying game playing experience that shouldn't be missed by any N64 owner that is even remotely interested in flight combat games."
- bird.taponline.com -

"Aerofighters' best qualities lie in its six realistic, highly maneuverable fighter jets(two are bonus jets)."
- NEXT GENERATION -

"This game is one of those ever-greentitles that will hang around the system forever."
- Q64 -

http://www.dreamsquare.co.jp

©1997 VIDEO SYSTEM CO., LTD. / PARADIGM ENTERTAINMENT, INC. AEROFIGHTERS ASSAULT is a trademark of McO'RIVER, INC.(VIDEO SYSTEM U.S.A., INC.)
Licensed by Nintendo. Nintendo, the Official Seal, Nintendo 64, the 3-D "N" logo, and the Rumble Pak are trademarks of Nintendo of America Inc.

Diablo

(By Electronic Arts)

By Dan Elektro

$49.99	2 players
Available now	14 levels
Action/RPG	¾-overhead view

Challenge a·d·j Level

Replay? HI

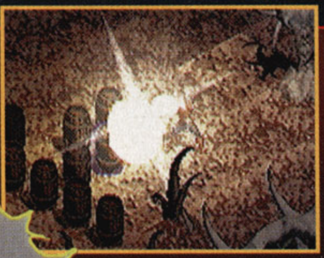
TEEN T AGES 13+

Are you ready to face the Lord of Terror? EA brought Diablo, the hit PC action/RPG, to the PlayStation—and by and large, it's done a fine job.

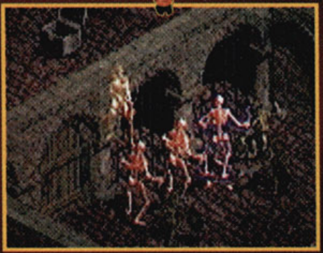
In Diablo, you play as one of three adventurers who have entered the cursed town of Tristram. You'll need more than mere bravery to survive the 16 levels of dungeons, catacombs, and, ultimately, the regions of Hell. Every level's layout and contents are randomly generated, so no two dungeons are alike, ensuring an endless stream of fresh two-player games.

Diablo was graphically stunning on the PC, and some of that sparkle has understandably dulled; the smaller palette and lesser frame rate are PlayStation-port necessities. And while you can't play online, there's a good two-player mode that enables you and a buddy to shoot, slash, and summon as a team.

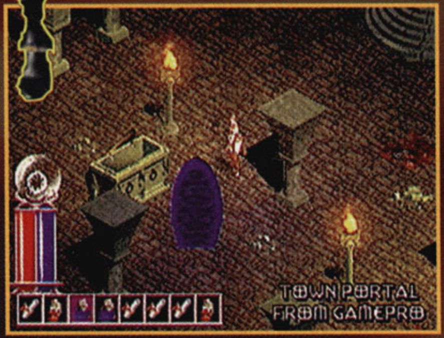
Diablo isn't your average dungeon crawl, it's a blood-soaked sword romp with RPG elements liberally sprinkled on top. If you enjoyed the PC version, there's nothing new here, but if this is your first Diablo experience, you're in for a Hell of a good time. G



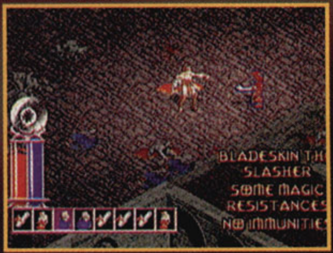
PROTIP: Exploding barrels damage your health and weaken your weapons. Be sure to have Griswold repair them when you visit town.



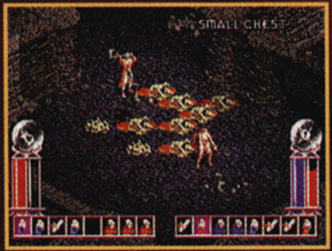
PROTIP: Never rush blindly into a room. Instead, stand at the entrance and pick off the baddies as they walk out. Rogues can even shoot through grates and kill enemies before opening the door.



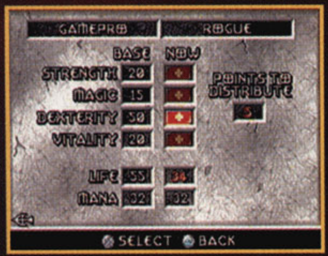
PROTIP: From level 3 on, always keep two Town Portal spells with you—one to use freely and one as emergency backup.



PROTIP: The bosses and mini-bosses are identified with a special title. Target them first, then pick off the followers. They'll leave an enchanted item for you when they die.



PROTIP: In the long run, sorcerers will do better with an axe or a sword than a fancy staff.



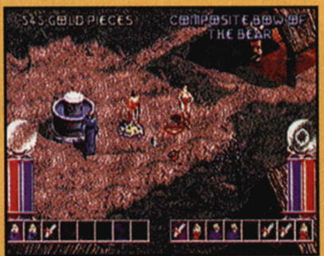
GAMEPRO	ROGUE	
	BASE	NOW
STRENGTH	20	+
MAGIC	15	+
DEXTERITY	50	+
VITALITY	20	+
LIFE	55	34
MANA	32	32

POINTS TO DISTRIBUTE
5

SELECT BACK

PROTIP: When distributing attribute points, build your warrior's strength, pump up your rogue's dexterity, and concentrate on your sorcerer's magic.

Ye Olde Two-Player Cheat



If you find something valuable to another player (say, a sorcerer finds good bows), save the character, then import him into a new two-player game with a rogue character. Give the bows to her and save her. Then restore the sorcerer's game and have him sell the bows to Griswold for a profit!

Graphics

4.0

The frame rate isn't super fast, and the dungeon denizens are sometimes hard to discern, but outlined targets and large text descriptions help compensate.

Sound

5.0

Diablo features great voice acting (Farnham the Drunk is a hoot) and a brilliant, creepy medieval soundtrack that sounds like the work of a bard who's seen one too many horrors.

Control

4.0

Diablo was conceived on the PC with a mouse in mind, but the PlayStation version doesn't use one. Despite that omission, the responsive directional pad and configurable buttons ease the game's complex controls.

Fun Factor

4.5

While serious RPG fans will dismiss Diablo as "RPG lite," the accessibility and high replay value will instantly appeal to the rest of the game-playing world. Any way you look at it, Diablo's hot.

THE GREATEST RACING GAME
OF ALL TIME IS COMING.
GRAN TURISMO™

ON MAY 12TH, GRAN TURISMO WILL BE UNVEILED.

PlayStation™

PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. Gran Turismo is a trademark of Sony Computer Entertainment America Inc. All manufacturers, cars, names, brands and associated imagery featured in this game are trademarks and/or copyright material of their respective owners. All rights reserved. ©1998 Sony Computer Entertainment Inc. Call 1-800-771-3772 for Game Rating Information.

RATING PENDING RP CONTENT RATED BY ESRB

www.playstation.com

Rascal
(By Psygnosis)
By Boba Fatt

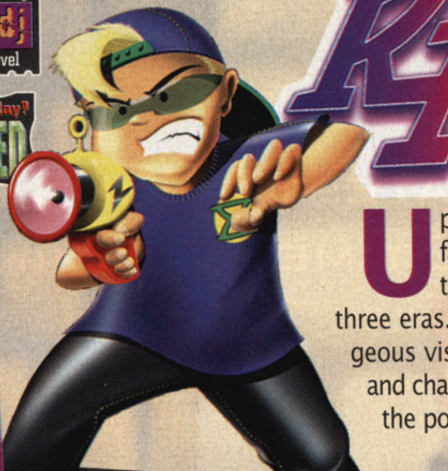
Challenge
adj
Level

EVERYONE
E
CONTENT RATED BY ESRB

Replay?
MED

$39.95	Action/ adventure
Available now	1 player
	18 levels

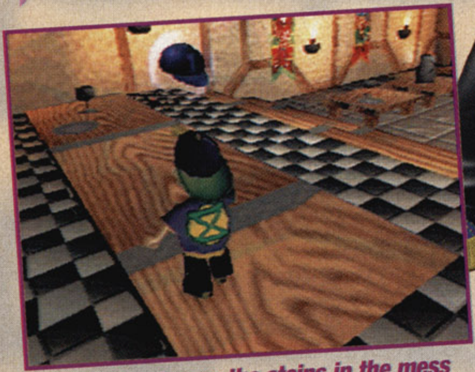
RASCAL



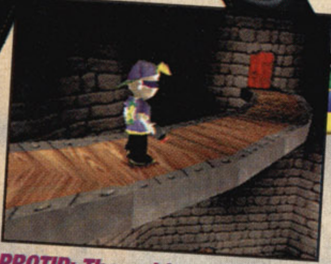
Upon first look, Rascal has gallons of potential. Its fascinating premise takes Rascal, a temporal scientist's kid, through six intriguing worlds that span three eras. A unique bubble gun, a bad-ass boss, and gorgeous visuals combine with shockingly short load times and challenging level design. The result? A game that had the potential to be the best 3D platformer of the year.

That is...until you pick up the controller and start to play. It's at this point that the awful camera control pops this game's potential like a shot from Rascal's bubble gun. Whenever you stop, the camera moves in so tightly that it blocks your view of the environment so you can't see enemies or obstacles...which converts Rascal into an exercise in frustration, not fun.

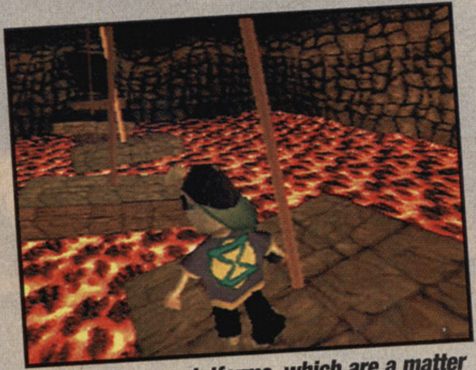
Despite all the eye candy and this game's enormous potential, only the most forgiving gamers will stick with this title after a brief play. This game is one slippery Rascal.



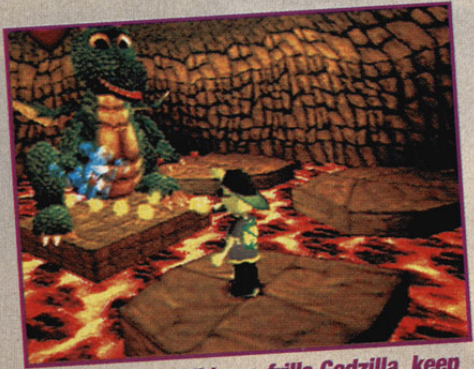
PROTIP: Knock over the steins in the mess hall to find hidden goodies.



PROTIP: The red key will open this door but first be sure you have all the parts to the mystical egg timer...er, hourglass.



These swinging platforms, which are a matter of timing, exemplify Rascal's camera problems.



PROTIP: To beat this no-frills Godzilla, keep moving around the platforms surrounding him and stop to shoot while he's turning.

Graphics

4.5

Rascal's lush 3D graphics smash at the barrier between 32- and 64-bit visuals. With such short loading times, Rascal proves that the PlayStation can contend with the Nintendo 64.

Control

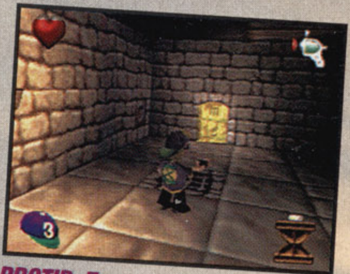
1.5

Where am I going? Where have I been? Where are the bad guys? These questions and more are lost in the myriad of frustrating camera problems that Rascal presents.

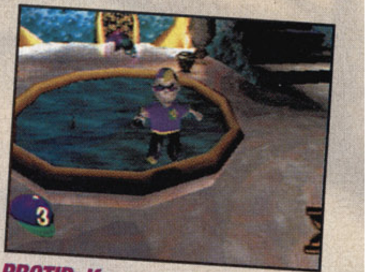
Fun Factor

2.5

Never before has a game dared such schizophrenia: You'll swoon at the gorgeous visuals, but vomit at the intense camera problems. If you're dying for a Mario-style game on the PlayStation, Rascal comes agonizingly close...but its control flaws bury it.



PROTIP: To open the yellow door, you'll need the yellow key, which can be found through the door to your left.

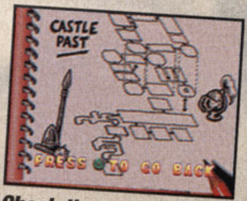


PROTIP: If you get stuck underwater, look for an air bubble.

Sound

3.5

Catchy music accompanies the action in fine style, but monsters appear with the same sound as your bubble gun firing.



Check the map if you get lost.

New and Improved! All-New Adventures!

Call NOW!

Team GAMEPRO Adventure Hotline

1.900.454.6600

Canada 1.900.451.3335

Win HOT Prizes!

Call the new Team GamePro Adventure Hotline and see if you can survive all the traps and dangers of each month's new phone adventure. Those who survive in the shortest amount of time are eligible to win awesome monthly prizes and get their name printed in *GamePro!*

(1) GRAND PRIZE Winner

Video Game System of your choice!

(4) RUNNER-UP Winners

An official GamePro T-shirt!

This month's adventure:

Major Mike vs. The Invaders from Mars!

Last Month's Winners

Grand Prize

Jay Farber, Santa Barbara, CA, 1 min. 48 sec.

Runners-Up

Damar Lovett, New Rochelle, NY, 3 min. 9 sec.
Charles Portworth, Robbins, IL, 7 min. 3 sec.
Tyler Poddy, Lovington, IL, 7 min. 51 sec.
Aaron Robison, O Fallon, IL, 8 min. 26 sec.

A New Adventure with a Different GamePro Editor Every Month!

Calls cost $1.29 a minute and average six minutes in length. Available to touchtone and rotary phones. Be sure to get your parents' permission to call Team GamePro Adventures if you are under 18 years of age. Message subject to change without notice. A service of IDG Games Media Group, San Mateo, CA. Entries without complete name, address, and phone number will be disqualified.

In Canada:
1-900-451-3335
Only $1.49 CAN per minute

Pitfall 3D: Beyond the Jungle

(By Activision)

By Scary Larry

$59.95
Available now

Action/adventure
1 player

Replay? HI

TEEN T AGES 13+

Challenge int Level

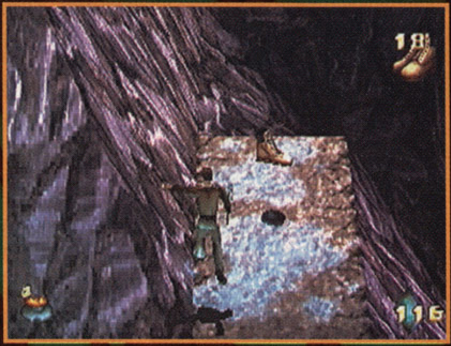
PITFALL 3D BEYOND THE JUNGLE

Nostalgic gamers who still harken back to the days of the Atari 2600 are a dime a dozen (it's like Woodstock—more people say they remember it than were actually there). But the one game they all remember is Pitfall. Its endurance is a testament to its simple yet addictive gameplay.

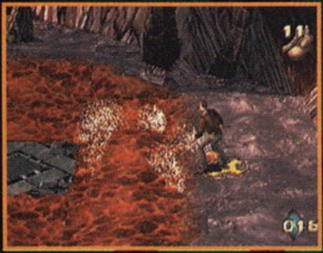
Be warned: Pitfall 3D ain't your daddy's Pitfall. And while it's not too far a cry from the other games in the series, this version is good enough to stand alone as a very cool 3D adventure.

The slick 3D graphics showcase Pitfall's trademark vine-swinging, pit-jumping platform heroics from the other games, along with some cool jungle beats to spice up the sound. Activision went the star route by lending Bruce Campbell's voice to our hero (the actor from the *Evil Dead* movies, and now a regular on *Xena: Warrior Princess*); unfortunately, he's more annoying than funny.

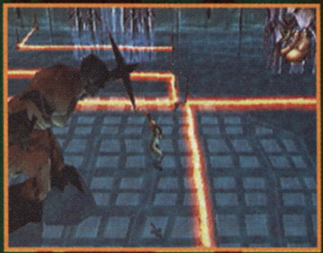
The game relies heavily on blind leaps of faith and carefully timed actions. Precision and patience are paramount to beating Pitfall. If you don't have the time or the temperament, stay away from the jungle. But if you remain to adventure with Harry, your reward is one helluva long game with action around every corner. Pitfall 3D won't be everyone's cup of tea, but for those looking for a rumble in the jungle, it can't be beat. G



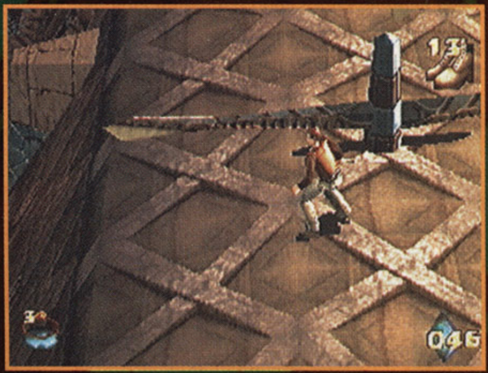
PROTIP: Floating on Lucense is tricky. The best thing to do is to go slow and round corners way ahead of time. As soon as you grab an item you want (like this extra life), immediately turn toward a safe spot.



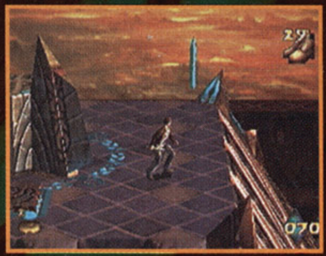
◀ PROTIP: In the Lava Land, stay on steady ground and watch nearby areas for steps that appear on cue. You can also survey where the next jump might occur. If you see a shadow, it's a fireball. Move!



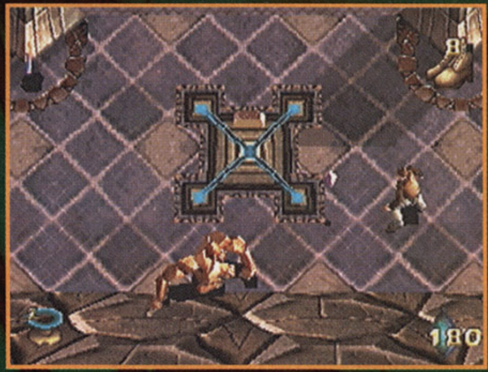
PROTIP: Boss me! To get past this first boss, turn off the valves in the room (far left corner first), then hit an additional valve near the lower-right corner. Avoid the floating lasers and the boss's pickax, which he throws periodically. Climb the chain in the middle of the room to escape.



PROTIP: To avoid injury when you come across the spinning blades, walk in the direction of the blade. Jump when you see shadows on the ground in order to collect power-ups. You can crouch and walk under some blades.



PROTIP: In the Temple Area, after aligning the first pyramid, hitch a ride on the Lucense bars floating from the reactor. It's tricky, though—you must be perfectly aligned.



PROTIP: When battling projectile-throwing monsters, roll into them first (press Toward and R1 simultaneously). You'll avoid what they're throwing and come up in front of them.

LOADING

THIS IS WHERE WE EXTRACT LUCENSE, OUR ENERGY SOURCE

◀ Some surprising new twists—and a surprising new adventurer—make Pitfall 3D a keeper.

Sound

4.0

The jungle rhythm that permeates Pitfall 3D will work its way into your nervous system after a while, but even more annoying are the lame quips. Leave the wise-cracking to Gex.

Control

4.0

Timed jumps are everything in this game, and the A.I. doesn't help. If your tolerance level for frustrating leaps and blind jumps is low, stay far away from the challenge of Pitfall 3D.

Fun Factor

4.5

It takes some patience, some practice, and some prayers to avoid the pitfalls of Pitfall 3D, but the game answers all those things with a great mix of action and adventure. Harry is back and badder than ever.

Graphics

4.5

Great definition in the backgrounds and a fluidly moving Pitfall Harry help Pitfall 3D shine, but the surprising lack of creativity in the monsters really lessens the overall effect.

GAME BOY
FINAL FANTASY
ADVENTURE
SUNSOFT
GAME BOY
FINAL FANTASY
LEGEND II
SUNSOFT
GAME BOY
THE FINAL FANTASY LEGEND
SUNSOFT
GAME BOY
FINAL FANTASY
LEGEND III
SUNSOFT
Official Nintendo Seal of Quality
GAME BOY
SQUARESOFT®
SUNSOFT®
ELECTRO SOURCE, LLC.

Once Again, the Fate of the World Rests in Your Hands.

Just Don't Forget the Batteries.

So, you thought that you had rid the world of evil monsters, dark knights, vicious overlords and devils. Well guess what? They're baaack, and this time they're coming at you all at once! FINAL FANTASY, the ultimate fantasy role playing franchise of all time has returned to Game Boy.™ By the way, is that a sword in your pocket, or are you really excited?

Licensed by Nintendo. Nintendo, the Official seal, and Gameboy are trademarks of Nintendo of America Inc. © 1998 Nintendo of America Inc.
Sunsoft is a registered trademark of ™Sun Corporation of America. © 1998 Sun Corporation of America
Square Soft® is a trademark of Square Co, Ltd. © Square Co., Ltd. All rights reserved

Exclusively Distributed By
ESI ELECTRO SOURCE, LLC.

VR SPORTS POWERBOAT Racing

By Air Hendrix

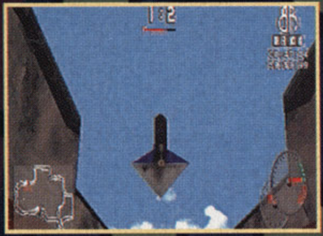
No game has come close to matching the success of the N64's Wave Race on the PlayStation, and with the release of Powerboat Racing, Sony's system is still treading water. Despite its potential for glory, Powerboat springs enough small leaks that it finishes as merely a decent racing game.

Powerboat scores well on the features side, delivering a bevy of interesting play modes, two-player split-screen action, nine inventive tracks, eight regular speedboats, and eight catamarans. But the problems begin with the controls—even after you learn to flick these sensitive boats through turns, they're still too touchy to achieve tight control.

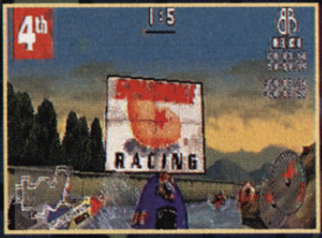
As for gameplay, Powerboat revs up some fairly intense action. The pack is always breathing down your neck, and the races are filled with cool jumps, shortcuts that suddenly open, and hull-hammering contact.

Visually, Powerboat sports nice water effects, cool tracks, and decent boats. But excessive draw-in problems, combined with a sluggish sense of speed that's far more choppy than exhilarating, really dampen the excitement. The terrible sounds don't help matters either, fizzling with a moronic announcer, bad music, and boring in-race effects.

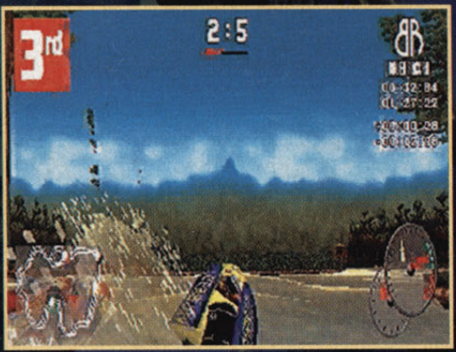
All told, Powerboat works fine as a poor man's Wave Race for PlayStation gamers. It's plenty fun at first, but wears thin because of the flaws in graphics and controls. We're talking rental all the way here. G



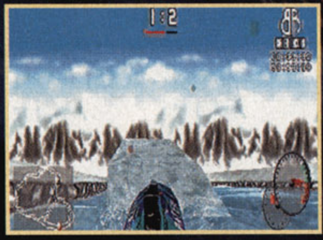
PROTIP: To maintain speed when you jump, hold R1 just long enough to keep the boat's nose slightly up in the air.



PROTIP: Unless you're totally wiping out, keep the trim fully up at all times. It's the only way to go fast enough to win.



PROTIP: To correct the boat's tendency to turn too much, it's important to countersteer. Partway through the turn, tap away from the direction of the turn, which, when mastered, will straighten you out smoothly.



PROTIP: Hit jumps whenever you can—they're often faster than staying in the water.

Powerboat Racing by VR Sports

Graphics	Sound	Control	Fun Factor
3.5	2.0	3.5	3.5

$49.95
Available now
Boat racing
2 players

9 tracks
Challenge: Adjustable
Replay value: High
ESRB rating: Everyone

SPEED RACER

By Four-Eyed Dragon

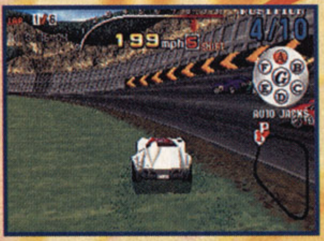
Based on the popular retro cartoon, Speed Racer is an average fast-paced racing game that doesn't break any new barriers.

Playing as Speed, you race in variants of the Mach 5, all of which, like its cartoon counterpart, contain a variety of fun and wacky gadgets to use against your opponents. Engage the rotary saws to run cars off the road or hit the auto-jacks to vault over enemy cars. Unfortunately, these gadgets usually don't improve your race position, and sometimes they're even a hindrance. Depending on how well you do, you can gain access to new cars and new levels.

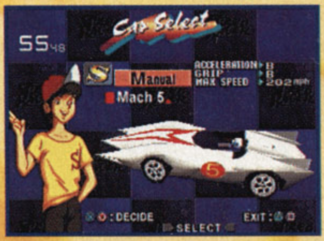
The control makeup is simple, featuring only acceleration and brake buttons. And as with most arcade-style racers, powersliding is a technique you'll need to master. It'll take a little time, but it's especially helpful when burning around tight turns at 200 mph.

Visually, the illusion of high-speed driving is done well, but the stale, inanimate objects in the bright backgrounds reduce the graphics to sheer boredom. The sound just adds to the game's misery, with dull, synthesized techno music and a voice that constantly shouts out annoying advice. Actually, the best use of the sound and graphics is at the start of the game, which includes the opening sequence from the TV show.

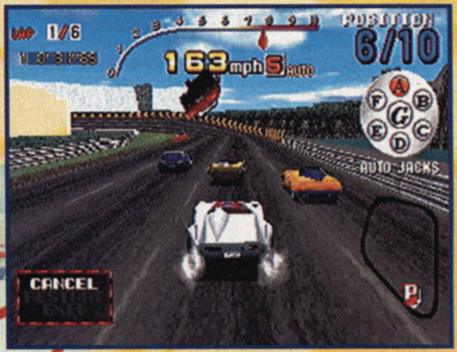
Overall, Speed Racer doesn't cross the finish line ahead of the pack. The absence of a two-player mode, along with the light selection of cars and tracks, steer this speedster straight to rental city. G



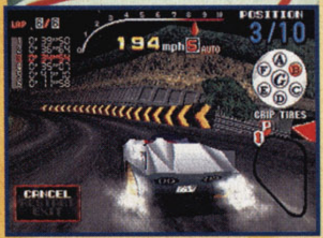
PROTIP: Since you won't slow down or lose control, cut through the grass whenever possible.



PROTIP: Even though it's slower than the automatic, the manual Mach 5 features the best overall control and handling.



PROTIP: The rotary saws aren't necessary. Just bump your opponent at high speeds.



PROTIP: Use your grip tires as little as possible; they slow you down immensely.

Speed Racer by Jaleco

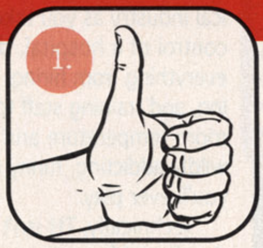
Graphics	Sound	Control	Fun Factor
3.0	2.0	4.0	3.0

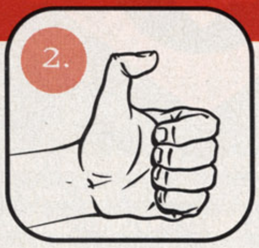
Price not available
Available now
1 player
Racing

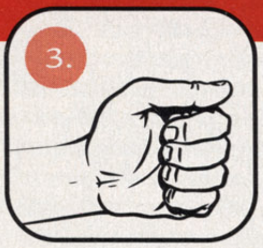
Challenge: Intermediate
Replay value: Medium
ESRB rating: Teen

Respected coach and video gameologist Tom "The Thumb" Blake says a good player never wears out before his game does. That's why Coach Blake recommends

Thumb Aerobics.







Begin with the thumb in the "thumbs up" position. Then bend the thumb at the knuckle and straighten. Back to one and repeat, two, three. And the left hand two, three. Feel that blood circulating. Feel that heart rate increasing. Soon your thumbs will have the stamina to play 18 hours or more without the slightest bit of tiring or cramping.

Coach Blake also recommends the exciting Tekken 3 for increasing your heart rate. Hustle down to Target and pick it up for only

$39.99

TEKKEN
PlayStation
namco

RIDGE RACER
PlayStation
namco

AIR COMBAT
PlayStation
namco

Check out these other great titles from Namco for just

$19.99

PlayStation
NTSC U/C
TEKKEN 3
TEEN
SLUS-00402
namco

Tekken 3 coming May 1.

Get into the game.

TARGET
EXPECT MORE. **PAY LESS.**

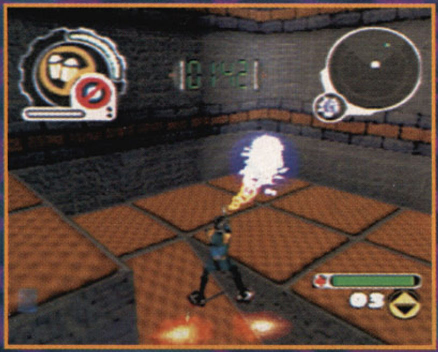
By Boba Fatt

What a pleasant surprise: ReBoot, based on the cartoon of the same name, is the rare game that transcends its license to become a great stand-alone experience. The game's fluid polygonal world leaves no seams or pop-up, while the energized soundtrack perfectly complements its fast-paced, action-packed challenge.

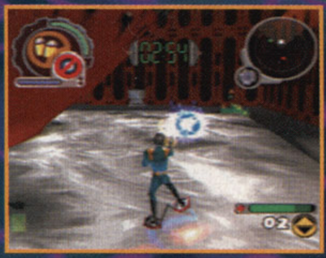
Playing as Bob, you fly around Mainframe, a city inside a computer, on your zipboard (like the hoverboards in *Back to the Future II* with some real kick), flipping over ramps and doing death-inviting leaps, while hunting explosive "tears," bombs set by your archenemy, Megabyte. The action's in a third-person view like Tomb Raider's, but Lara never moved with this speed. The gameplay may sound repetitive because you're just running from one tear to the next, but like the racing portion of Die Hard Trilogy, the excitement's in the pursuit.

Unfortunately, it'll take quite some time to learn the controls, and nailing platform hurdles with the ever-shifting zipboard can be frustrating. Also, there's no difficulty selection, so younger gamers may be easily frustrated. These are minor drawbacks, however, and won't kill the thrill.

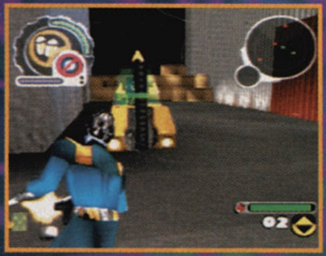
ReBoot fans will likely enjoy the cut scenes, which carry a plot line scripted as a prequel to the series, but newcomers should check out the game just for the ride. Zipboards rock, dude! G



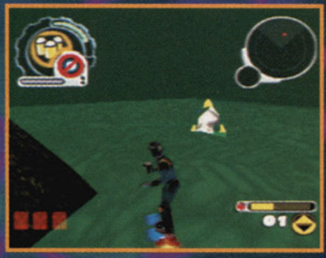
PROTIP: Keep your distance from the tears—they'll try to draw you in and zap you with lightning as you disarm them.



PROTIP: After defusing this tear in Level Two, zip around the boat and up the ramp for a full-health power-up.



PROTIP: Between tear hunts, try to kill the more powerful enemies. They drop the most health and power-ups.



PROTIP: On the third level, go to the rocks to shoot these muckworms in the sludge—they can't reach you from there.

ReBoot by Electronic Arts

Graphics	Sound	Control	Fun Factor
4.5	4.5	4.0	4.0

Price not available
Available now
Action/adventure
1 player

18 levels
Challenge: Advanced
Replay value: High
ESRB rating: Everyone

---

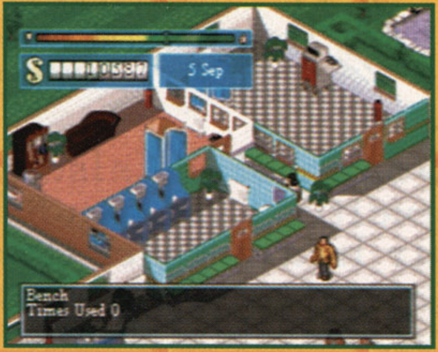
theme HOSPITAL

By Boba Fatt

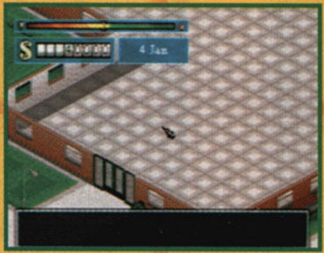
Theme Hospital is the sequel to the sim game Theme Park. This time, the wackiness befalls the medical industry as you take full control of a hospital, doing everything from hiring, managing, and training staff to adjusting the room temperature and floor plan. Bland as it may sound, TH is a wildly addicting, funny game...and one of the most challenging sims you'll ever play.

Technically, TH isn't going to turn any heads. Since the game was developed for mouse control, the directional pad's response is a bit jerky. Fortunately, though, precision isn't all that important here. The game's options are also pretty complex, and you'll have to learn them before your hospital makes money. The graphics, which are small to allow for a large viewing area, aren't visually spectacular, so fans of visual thrillers, beware. The patients with bloated heads and illnesses like Hairyitis and King Complex (Elvis envy), though, are worth a squint.

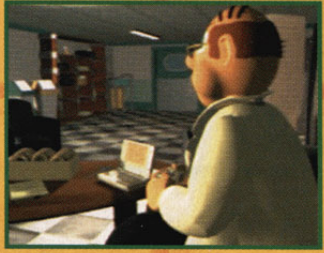
Theme Hospital shines with its dry sense of humor, but gamers unfamiliar with sims should rent it first. TH's challenge is high, and your reward is a sense of accomplishment from constructing a successful working model—but its loony patients and loonier doctors will have you laughing along the way. G



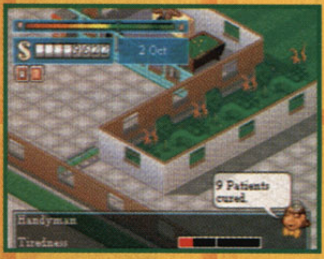
PROTIP: Economic use of space is a must, so build hallways between rooms. And be sure you have bathrooms near the entrance!



PROTIP: Ah—the new hospital. Slow down the game to minimum speed and build the receptionist's desk first, then build the General Practitioner's offices.



PROTIP: To get off the Hall of Shame quickly, stay at each hospital as long as it's making money—they'll keep offering you higher salaries for your next job.



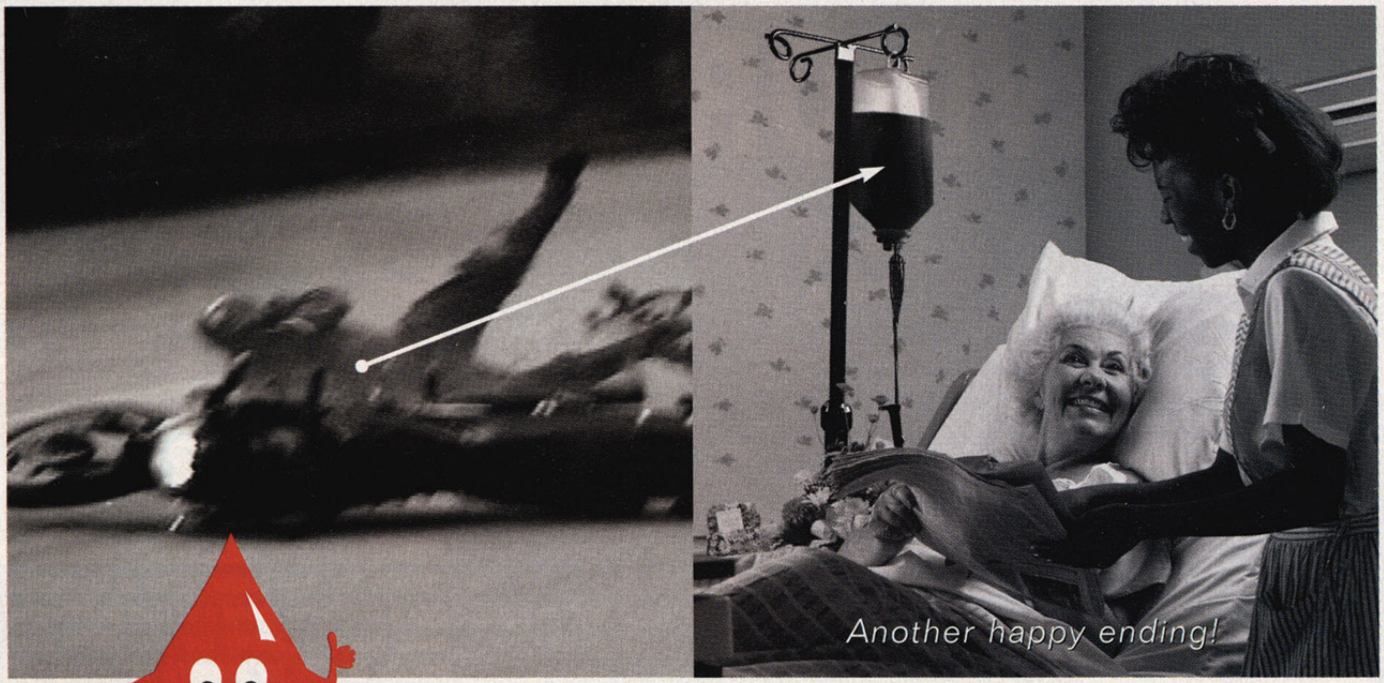
PROTIP: Block off unused areas of the hospital with benches or the handymen will wander away from their duties.

Theme Hospital by Electronic Arts

Graphics	Sound	Control	Fun Factor
3.5	4.0	3.5	4.5

$49.95
Available April
Sim hospital
1 player

Challenge: Advanced
Replay value: High
ESRB rating: Everyone


Another happy ending!

The ROAD RASH™ Blood Drive

"IT'S WORKING!"

—Peter Plasma

SMILES APPEAR when our donors mix motorcycles with combat. This high-speed clubbing yielded four gallons. A record!

ROAD RASH™ 3D

It's a whole new breed of Road Rash. Four gangs fight you to the finish in a perilous 3-D world. And the thrashin' beat of an Atlantic Records™ soundtrack keeps your pulse from stopping. Hopefully.

www.roadrash.com ELECTRONIC ARTS™

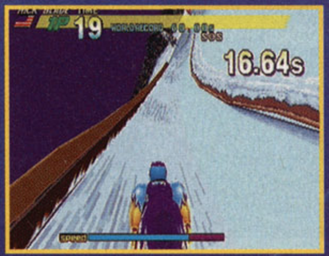
™ Road Rash and Electronic Arts are trademarks or registered trademarks of Electronic Arts in the U.S. and/or other countries. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc.

VIDEO GAME SURVIVOR'S GUIDE

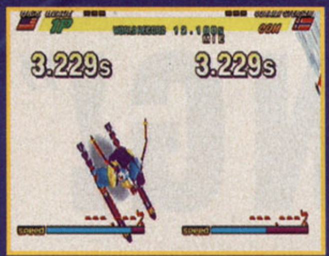
Saturn Review

By Toxic Tommy

If your high from the Nagano Olympics is beginning to wind down, you're primed for Winter Heat, the sequel to Decathlete. Heat is a fun, finger-jamming winter sports game that should make for some cool times in the ol' ski lodge.



PROTIP: In the Skeleton and Bobsleigh events, the less you hit the side of the track during turns, the better your time.



PROTIP: Start quickly in Speed Skiing. If you build up enough initial speed, you can qualify even if you take a header.

You and up to three buds can run through 11 snowbound events as one of 11 international players. You'll try to master 500-meter Speed Skiing, Ski Jumping, Downhill Skiing, 500-meter Short Track, Skeleton (sort of a head-first luge), Slalom, Aerial, Bobsleigh (bobsled), Speed Skating, Snowboard, and Cross Country and Speed Skiing.

The simple but crisp controls meld nicely with the gameplay. Heat is one of those games that makes you break a sweat since you basically tap away as fast as you can to build up speed in every contest. And so you can get into the swing of things right away, prior to every event, there's an excellent How To Play demo.

Heat features sparkling graphics, but workmanlike sounds. The animation in particular is quick and smooth, and gorgeous to watch! However, the music and the audio, while crystal clear, have energy but little imagination.

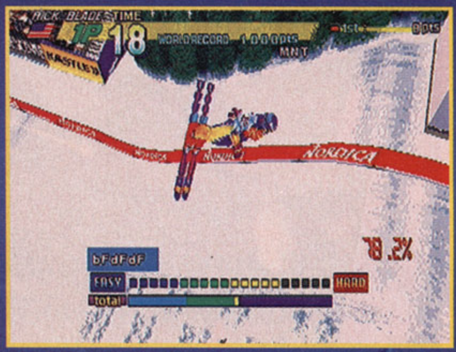
If there's a nit to pick with Winter Heat, it's that some events like the Skeleton—while cool—just end too quickly. Overall, though, this game kicks! If the snow around your favorite ski run is beginning to melt, go ahead and turn on the Heat. **G**

Winter Heat by Sega Sports

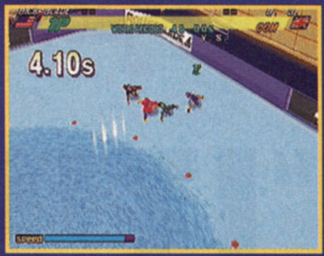
Graphics	Sound	Control	Fun Factor
4.5	3.5	4.0	4.5

$39.99
Available now
Winter Olympics
4 players

11 events
Challenge: Intermediate
Replay value: High
ESRB rating: Everyone



PROTIP: The best button setup is to select A and B to control speed and C for Action. That way, you can rapidly tap your index and middle fingers for velocity, yet easily hit Action for finesse sports like the Aerial.



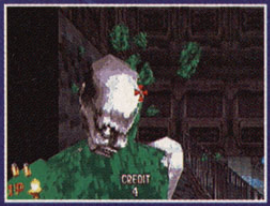
PROTIP: On the Short Track, you can swing wide to cut inside your opponents during turns; but don't swing too wide in the last turn onto the home stretch or you're cooked!

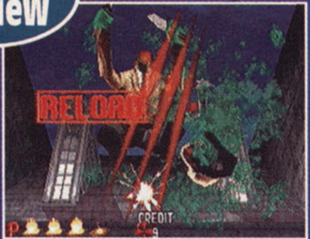
House of the Dead

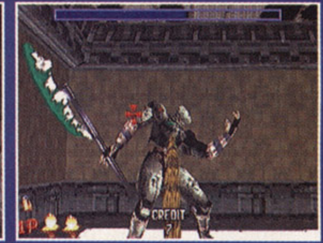
HANDS-ON

Saturn Preview

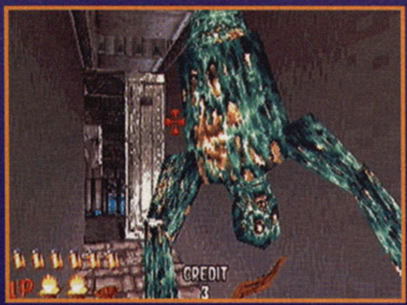
By Air Hendrix

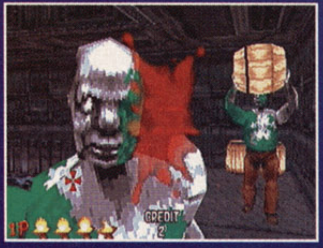






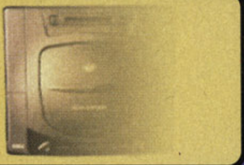
You'd think that House of the Dead—a strong Virtua Cop-style arcade shooter and one of the last hurrahs for the Saturn—would set its sights on a dazzling console debut. Sadly, though, the unfinished preview version that we played suffered from serious problems with pixelated graphics and other visual eyesores. The gameplay and features hit the mark, though, challenging you to mow down hordes of undead in gripping gun battles. And players can choose from six characters to tackle all the arcade levels plus a Saturn mode with brand-new action. Unless Sega cleans up the graphics before the game's scheduled late March release, however, House of the Dead's gonna be DOA. **G**





Developed and published by Sega
Available April
40% COMPLETE

The Saturn: Going, Going...Gone!



By Undercover Lover

Just like Leonardo DiCaprio and Kate Winslet in *Titanic*, Saturn gamers are coming to the realization that they're rapidly sliding toward the onrushing, murky deep. Here are the answers to the top five questions gamers are asking about Sega's sinking ship...err, system.

Will there be any new games for my Saturn?

Although it will be interesting to see what (if anything) Sega reveals at the Electronic Entertainment Expo in Atlanta this May regarding new Saturn games, it's highly unlikely that there will be many games from Sega of America this year and even fewer—if any—next year (see sidebar "The 1998 Saturn Lineup So Far").

Will Sega be making games in Japan?

Go West, young man! Japanese Saturn gamers have a ton of games to look forward to, with reports from the Tokyo Game Show in March counting 75 new games! Japanese games scheduled for release this year that will tantalize American gamers include Dungeons & Dragons Collection, Dragon Force II, Sonic Fighters, and Virtua Fighter 3. Of course, when Katana (the current code name for Sega's new game system) rises in Japan, expect to say sayonara, Saturn.

Okay, then, when is Katana going to debut?

All the rumors have Katana surfacing some time in late 1999, but remember, Sega unveiled the Saturn six months before its announced release date. The prediction: 365 days from the time you read this, you'll be able to pre-order Katana.

Will Katana play my Saturn games?

The Sega Master System, Sega Genesis, 32X, Sega CD, and the Saturn say the answer is NO! However, if rumors are true that Katana's operating system will be based on Microsoft's Windows CE, the central processing unit will use a Hitachi chipset and the graphics will be powered by NEC's PowerVR technology. So it's at least theoretically possible the system could contain a special Saturn software emulator like the Master System converter for the Genesis.

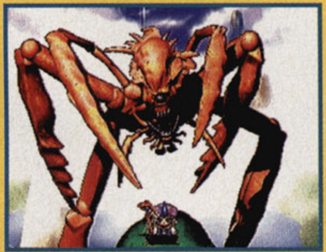
Should I abandon my Saturn?

If you already own a Saturn, there's a substantial games library—245 American titles at last count, which includes several outstanding games. As the Saturn world slowly melts down, there will be great prices for games as stores clear out their inventories, probably even down to single-digit figures. System prices are already at $99 in some stores, and could drop further later in the year. At the very least you have a great collector's item. Did you save the box and the packaging material, too?

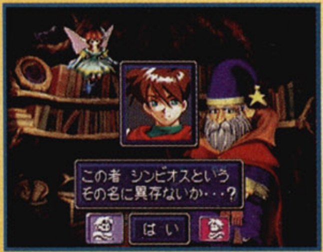
If you don't own a Saturn, there's no reason to pull the trigger now unless you're a serious collector of rare video game systems or you just gotta have Virtua Fighter, Fighters Megamix, Virtua Cop, Virtual On, Shining: The Holy Ark, or even Three Dirty Dwarves. G

The 1998 Saturn Lineup So Far

If House of the Dead hits the streets in April as Sega announced, then there are only four more games on the Saturn radar screen. Stay tuned to reports from the Electronic Entertainment Expo in Atlanta this May for more Saturn news.

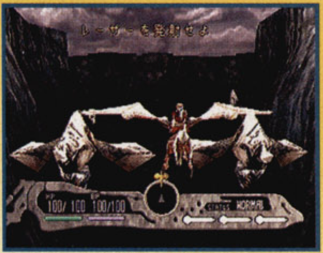


Magic Knight RayEarth: Working Designs is importing this new fantasy adventure game (see "Role-Player's Realm," January).

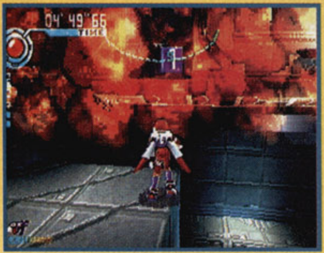


この者 シンピオスという
その名に異存ないか・・・？
はい

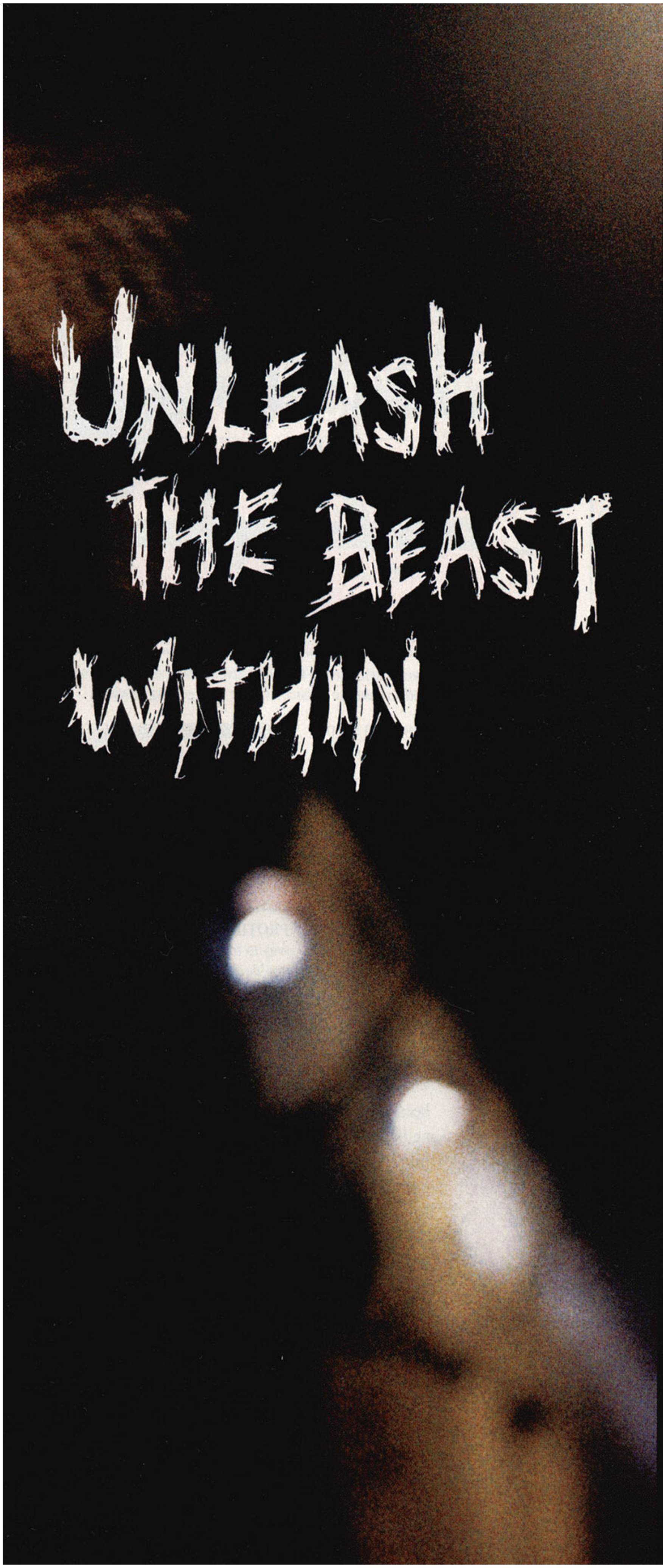
Shining Force III: SFIII will be a massive action/RPG that'll likely extend your Saturn playing time.



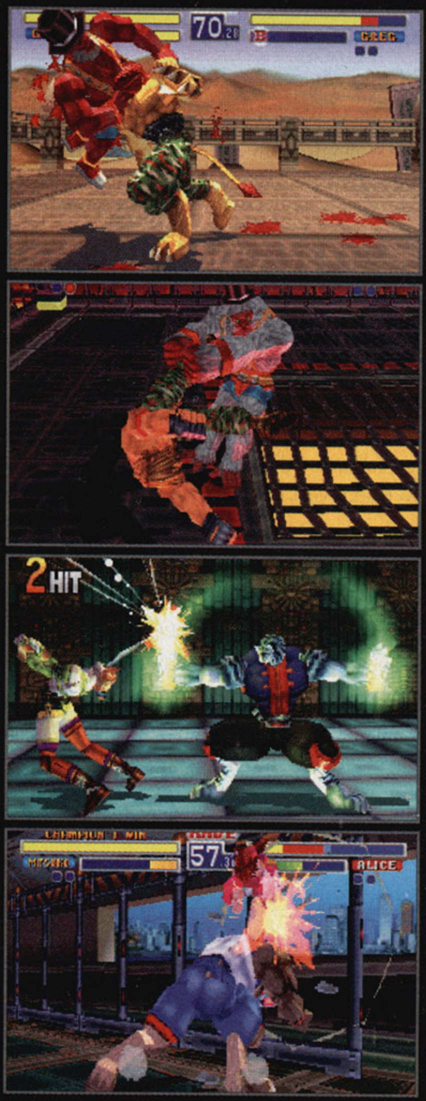
Panzer Dragoon Saga: The third title in the Sega series about a boy and his dragon promises to add RPG elements to the intense dragon-fighting (see the review in "Role-Player's Realm" elsewhere in this issue).



Burning Rangers: Yuji Naka, the creator of Sonic the Hedgehog, designed this hot firefighting game that looks like a cross between the Saturn game Nights and the movie Backdraft (see "Sneak Previews," February).



BLOODY ROAR™



• Release the wild animal that lurks in your own primal past • Drool as 3-D fighters morph into raging half-human beasts • Maim, crush and devour your enemies in over 200 different ways • Use your animal instincts to unlock unique moves for both human and beast modes • Break through interactive environments with your savage strength • This brutal fighting game is 100% animal tested

TEEN
AGES 13+
CONTENT RATED BY ESRB

PlayStation™

PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. Bloody Roar is a trademark of HUDSON SOFT. ©1998 HUDSON SOFT. Portions ©1998 EIGHTING/RAIZING. www.playstation.com

SPORTS PAGES

Shoot Out '98 Slams Home Another Championship

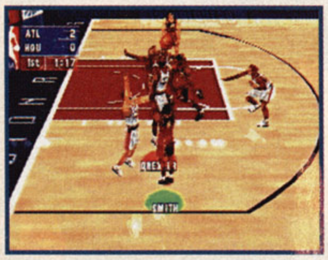
NBA Shoot Out '98

By Johnny Ballgame

PlayStation Get ready for the wildest, most in-your-face basketball game of the season! NBA Shoot Out '98 scores with the coolest dunks ever seen, while providing the most realistic action of any hoops game yet.

The Slams and the Slam Nots

Shoot Out fires onto the PlayStation with an impressive repertoire of moves, from no-look passes to fade-away jumpers, but it's the intense dunk confrontations at the rim that'll have you screaming for more. The game features 30 amazing slams, from backboard-rattling Shaq attacks to the East Bay Funk Dunk. And while everyone loves to jam, it's Shoot Out's dunk rejections that'll really get you hyped. Shoot Out is the first basketball game that lets you frequently block dunks, finally giving the defense a chance to stop their opponents from scoring on almost every play.

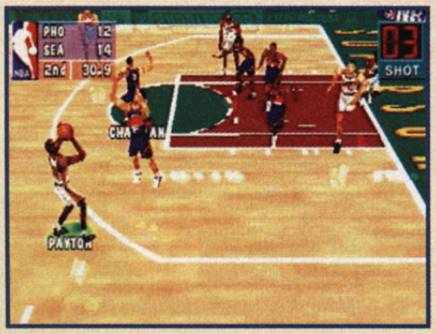


PROTIP: The best way to block shots is to use one player on defense and rotate to the ball. Sometimes the shooter won't see you, enabling you to bat the ball back in his face.

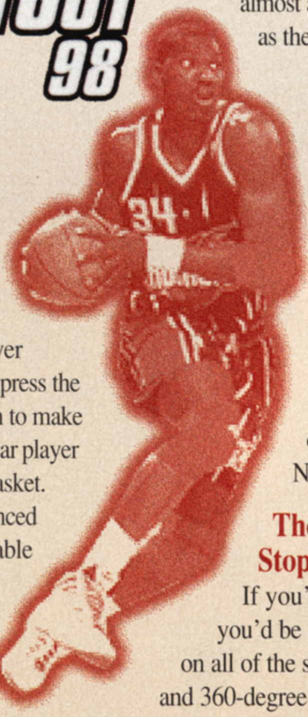
Other options include Exhibition, Season, and Playoff modes, along with a fantasy draft, authentic plays, player creation, and trades. Unfortunately, though, Shoot Out fails to deliver the three-point contest featured by its main competitor, NBA Live '98.

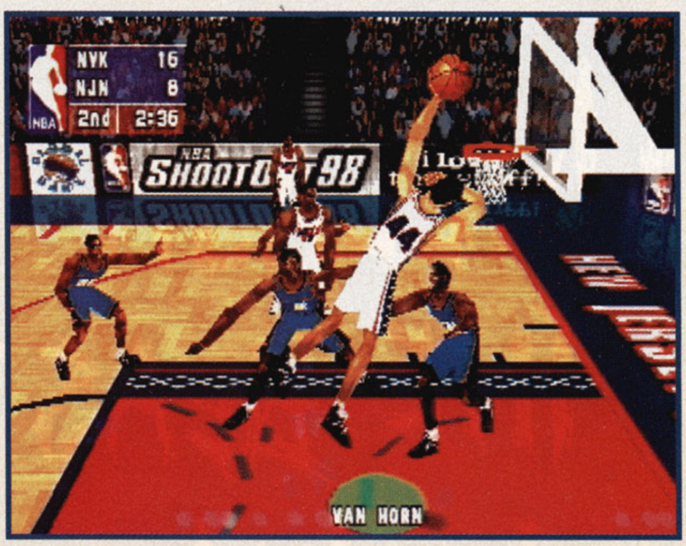
Hoop It Up

Shoot Out's player control is the best of any basketball game on the market. Adding to last year's list of innovative controls, Shoot Out '98 brings icon cutting to the court. Similar to icon passing, with icon cutting, you hold R2 to toggle the player icons, then press the desired icon to make that particular player cut to the basket. Other advanced controls enable you to cherry pick on defense, control any defensive player you want through icon switching, and select which slam you wish to perform using Total Control Dunking.



PROTIP: Use pump fakes to draw your defender into the air, then either drive around him or shoot while he's on his way down.



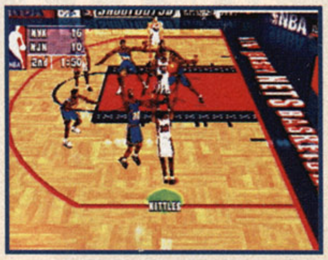


PROTIP: If you beat your defender to the hoop, avoid using dunks that swing the ball behind you to decrease the chance of your shot getting blocked.

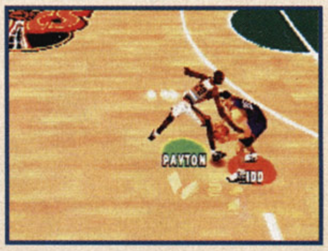
Graphically, Shoot Out slams its competition through the hardwood. Jerry Stackhouse was motion-captured to lend his slick moves to the game and the result is remarkable. The crazy dunks and smooth-looking shots are almost as fun to watch as the game is to play. The sound, however, doesn't live up to the high standard set by the rest of the game. The announcer becomes annoying by halftime, while the crowd simply chants "Defense!" repeatedly just like in NFL GameDay '98.

The Bucks Stop Here

If you're a hoops fan, you'd be a fool to miss out on all of the smack-talkin' fun and 360-degree slams Shoot Out has to offer. It's the best basketball game of the year. Buy it! **G**



PROTIP: Using jump passes is a good way to fool defenders into thinking you're shooting.



PROTIP: After scoring, use one of your guards to pressure the ball in the backcourt as your opponent attempts to set up his offense.

NBA Shoot Out '98 by Sony

Graphics	Sound	Control	Fun Factor
5.0	4.0	5.0	5.0

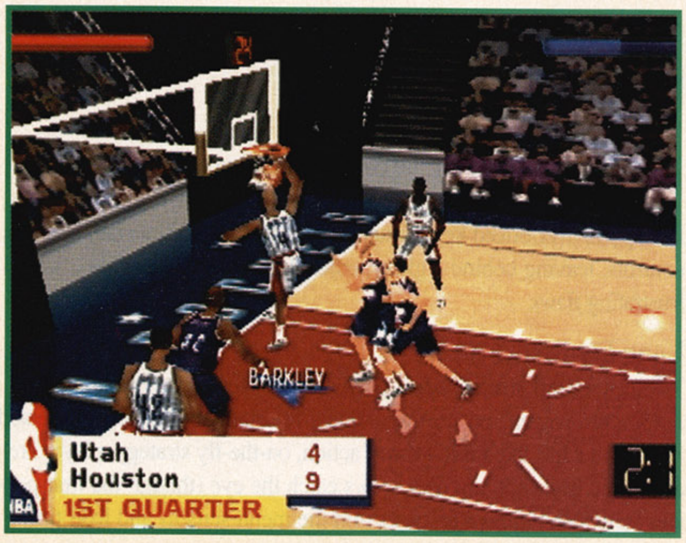
Price not available
Available now
Basketball
8 players (with adapter)
Challenge: Adjustable
Replay value: High
ESRB rating: Everyone

NBA Courtside Blows Out the Competition

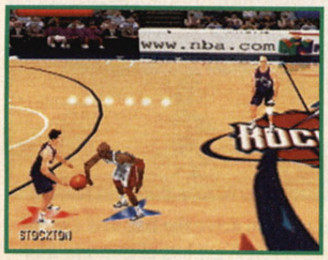
Kobe Bryant's NBA Courtside

By Johnny Ballgame

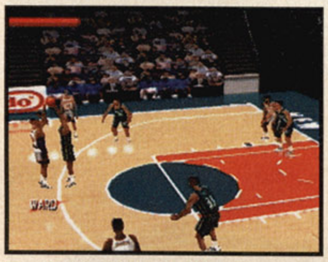
Nintendo 64 When it comes to Nintendo 64 basketball games, Kobe Bryant's NBA Courtside plays like the Bulls while its only competition, NBA In the Zone, plays more like the Mavericks (sorry, Dallas fans). Although Courtside isn't quite as good as the two top PlayStation basketball titles (Shoot Out '98 and Live '98), it's definitely the best b-ball game for its system and a must-buy for all N64 hoop-heads.



PROTIP: Bring the ball up court to the near side of the screen. When you're parallel to the key, use Turbo to dart toward the basket for a dunk.



PROTIP: Create turnovers by harassing your opponent's point guard in the backcourt.



The Knicks' Charlie Ward is money from the top of the key.

Setting the Court on Fire

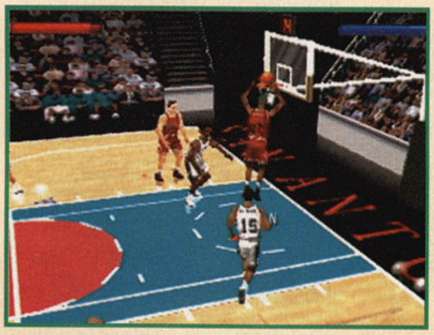
Courtside blazes the hardwood with its fast, fun five-on-five action. You can compete in Preseason, Season, or Playoff modes while shakin' stiffs with an array of moves straight from the NBA, including up-and-unders, hook shots, and finger rolls. Although it can't measure up to the overall depth of player abilities found in Shoot Out '98 (no icon passing, cutting, or Total Control Dunking, to name a few), Courtside buries In the Zone in terms of team A.I. and NBA realism. You can call plays on-the-fly, double-team hot players, and even choose to front post players while on defense.

Sometimes, though, controlling your squad can become a bit sketchy. While your players react nicely to the change of speed provided by the analog stick, it's sometimes frustrating to grab rebounds, and your teammates get in the way too often as you bring the ball up court. Other problems include your offensive player picking up his dribble after bumping into a defender and a free throw meter that takes too long to get used to.

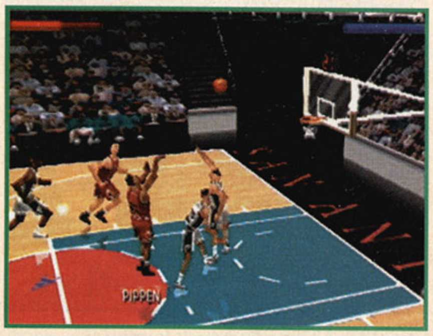
I Dunk on You

Courtside's graphics score all over In the Zone's—everything from player movement to the look of the arenas is animated more clearly and with greater detail. The dekes and dunks aren't as smooth as Shoot Out's, but when it comes to the N64, Courtside's visuals win by a landslide.

Soundwise, the game sports crowds who boo the visiting team and cheer for their hometown heroes. If a member of the home team misses an easy shot, you'll even hear a funny voice in the crowd disgustedly yell out, "Oh, come on!"



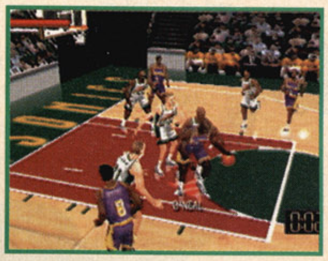
PROTIP: Use scrappers like Dennis Rodman to grab offensive rebounds and tip in missed shots.



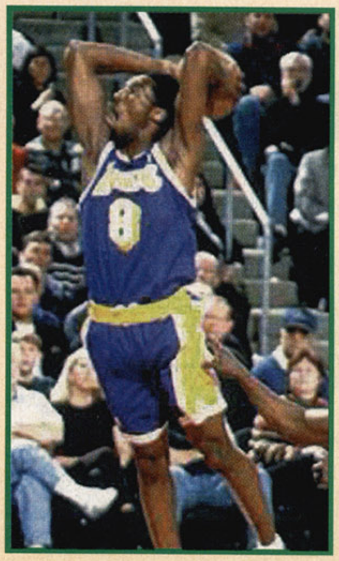
PROTIP: Don't always run down court and expect a dunk. Wide-open mid-range shots are sometimes better than contested slams.

Division Champs

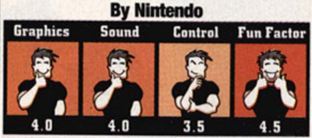
While Courtside isn't the greatest basketball game ever made, it's the best hoops game currently available for the N64. Jump all over this one the day it comes out—it has enough hang time to get you through the approaching hoops-less summer. G



PROTIP: When your center has the ball, back in toward the basket to protect the ball from your defender. When you get close enough to the hoop, turn around and straight-up dunk on his head.



Kobe Bryant's NBA Courtside
By Nintendo



Graphics	Sound	Control	Fun Factor
4.0	4.0	3.5	4.5

$59.95	4 players
128 megs	Challenge: Adjustable
Available April	Replay value: High
Basketball	ESRB rating: Everyone

Triple Play '99 Falls Just Short of the Fence

Triple Play '99

By Air Hendrix

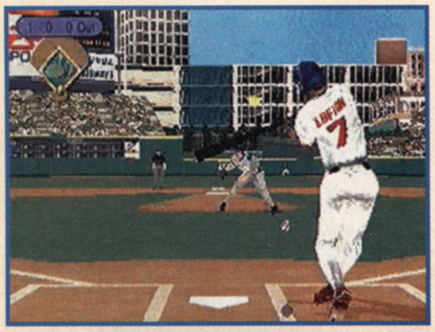
PlayStation

Triple Play '99 comes so close to crossing the plate as the ultimate PlayStation baseball game. Unfortunately, EA Sports overlooked key elements like a fluid frame rate and intuitive controls, leaving behind a glitzy, enjoyable game that's riddled with frustrating flaws.

Long Fly Ball...

Triple starts off strong with a deep roster of features. The standard modes, pro players, pro teams, and real-life stadiums are complemented by nice touches like multi-season action, on-the-fly strategy, player creation, and trades. Sharp new views catch the eye (though the first-person view's an unplayable bust), and the menu screens and load times are a lot less hairy than last season.

But problems start cropping up with the controls. While Triple sports an excellent interface for pitching and batting, fielding is an exercise in frustration. You're frequently left out of the play, and by the time you switch to the right player, it's often too late. Good news when base running, though—while not perfect, it's more comfortable than it was in Triple '98.

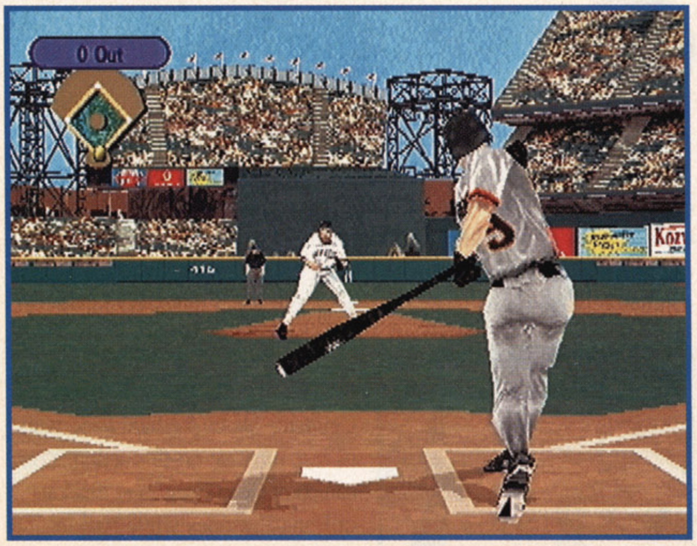


PROTIP: Using aftertouch is crucial to good pitching; always keep the ball moving if you want strikes. Try making a curve break away from its natural path or dropping the bottom out of a sinker.

Despite these problems, the game delivers exciting action flavored with just enough strategy. It's no arcade-style homerfest, and you have to play smart to win. But some odd quirks in the A.I., like CPU runners that can't decide whether to round first base, disrupt the authenticity. Baseball's diehard might get disgusted, but casual ballgamers will have a fine time.

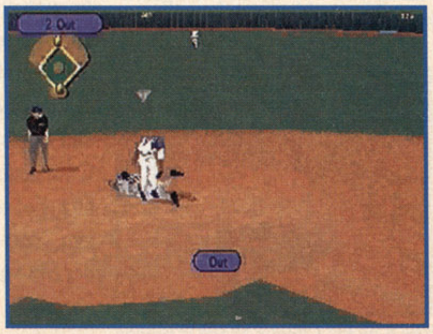
It's Way Back...

Visually, Triple rocks the diamond with the best-looking players and stadiums in PlayStation baseball—when the game's standing still. But the stuttery frame rate, especially when fielding, often reduces the action to a jerky slide show. Great animations, recognizable players, and slick stadiums minimize the pain, but most gamers will wish they could trade in some glitz for smoother gameplay.



PROTIP: Before batting, decide where you want to drive the ball and use the directional pad to aim. If you just swing away, you'll get lots of pop-ups and weak line drives.

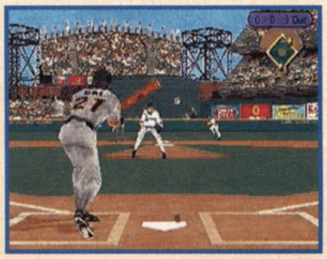
On a brighter note, Triple's amazing two-man commentary is enough to make many players stick with the game. The announcers call the action with uncanny accuracy and variety, and they're backed up by tight sound effects.



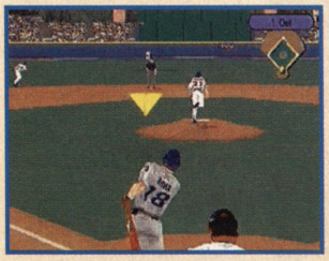
PROTIP: Listen to the announcers when they warn you about steals, sacrifice bunts, and the like—they're usually right!

Ground Rule Double

If you're the forgiving sort, the chunky frame rate and clunky controls become more comfortable with time, and it's easy to get seduced by Triple's flashy sights and sounds. If not, wait for word on MLB '99 before you buy a baseball game. **G**



PROTIP: If you have no outs, a man on first, and you need to score, it's worth trading an out to get a runner in scoring position. Set up the steal, then lay down a sacrifice bunt.



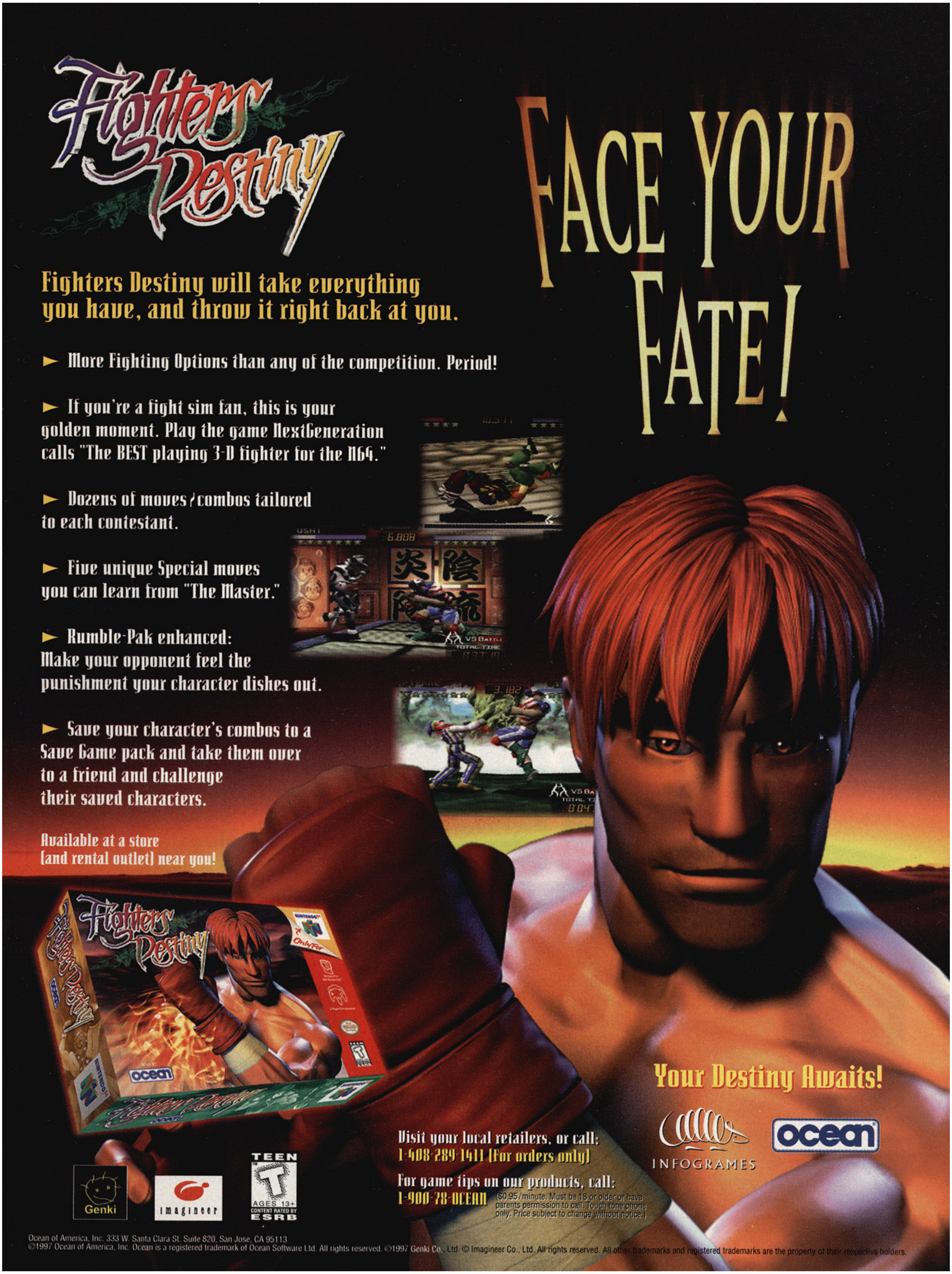
PROTIP: Don't swing for the fences every time. You'll generate more runs by getting men on base and into scoring position.

Triple Play '99 by EA Sports

Graphics	Sound	Control	Fun Factor
4.0	5.0	3.5	4.0

Price not available
Available now
Baseball
8 players

Multiple views
Challenge: Adjustable
Replay value: High
ESRB rating: Everyone


Fighters Destiny
FACE YOUR FATE!
Your Destiny Awaits!

Fighters Destiny will take everything you have, and throw it right back at you.

- ► More Fighting Options than any of the competition. Period!
- ► If you're a fight sim fan, this is your golden moment. Play the game NextGeneration calls "The BEST playing 3-D fighter for the N64."
- ► Dozens of moves/combos tailored to each contestant.
- ► Five unique Special moves you can learn from "The Master."
- ► Rumble-Pak enhanced: Make your opponent feel the punishment your character dishes out.
- ► Save your character's combos to a Save Game pack and take them over to a friend and challenge their saved characters.

Available at a store
(and rental outlet) near you!

Visit your local retailers, or call:
1-408-289-1411 (For orders only)

For game tips on our products, call:
1-900-78-OCEAN ($0.95/minute. Must be 18 or older or have parents permission to call. Touch tone phone only. Price subject to change without notice.)

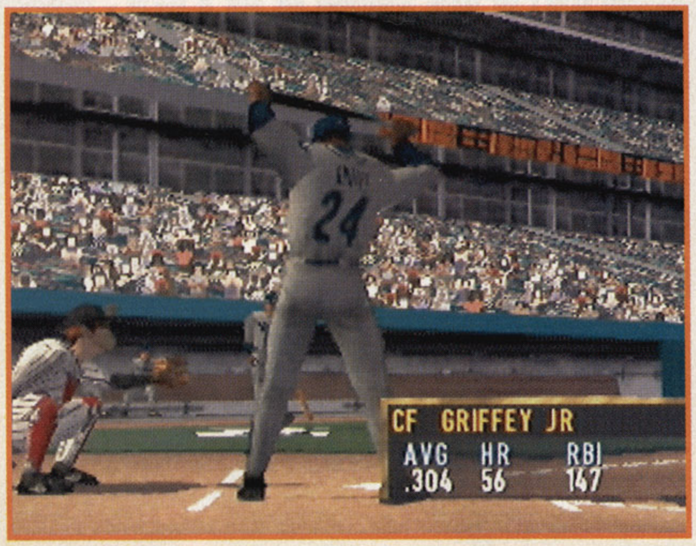
TEEN
AGES 13+
CONTENT RATED BY ESRB

Ocean of America, Inc. 333 W. Santa Clara St. Suite 820, San Jose, CA 95113
©1997 Ocean of America, Inc. Ocean is a registered trademark of Ocean Software Ltd. All rights reserved. ©1997 Genki Co., Ltd. © Imagineer Co., Ltd. All rights reserved. All other trademarks and registered trademarks are the property of their respective holders.

Major League Baseball Featuring Ken Griffey Jr.

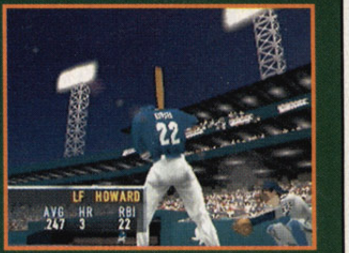
Nintendo 64

By Scary Larry

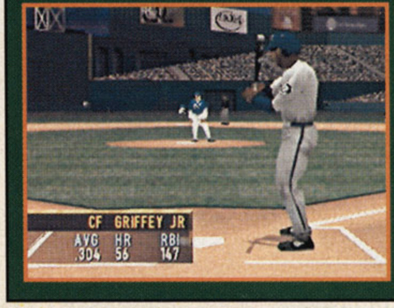


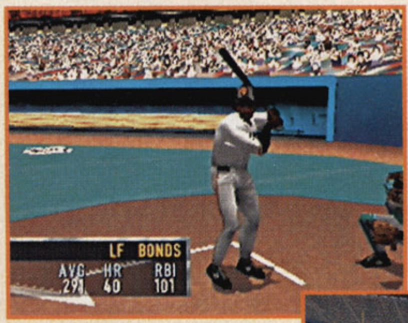
Ken Griffey's game for the N64 is almost here, and the beta version we played rocked the diamond with great graphics, fairly smooth gameplay, and excellent sound. Junior is almost set for big-league play!

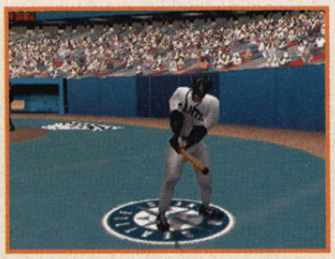
Junior's Mint!

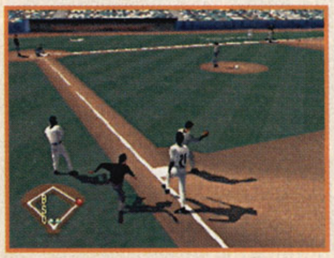


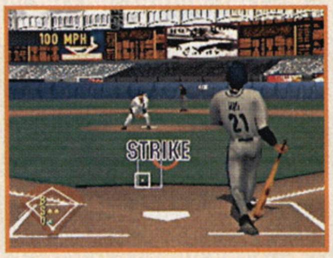
There's certainly good reason to be excited by MLB Featuring Ken Griffey Jr.: Not only is it one of the few N64 baseball titles this year, riding on the tails of Piazza's StrikeZone and All-Star Baseball, it's also one of the better-looking games. The stances and movements of the rendered polygonal models add a solid sense of realism (you'll notice the players practice their swings, chalk their bats, dust their uniforms after a slide, etc.). The nicely rendered stadiums and crowd movement also enhance the gameplay experience—spectators sometimes stand when a foul is hit in their direction.

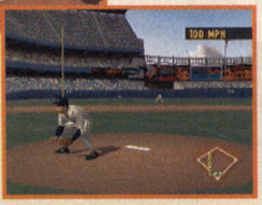


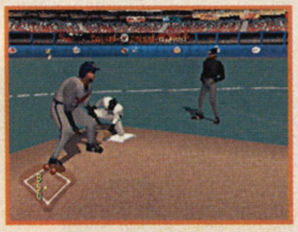




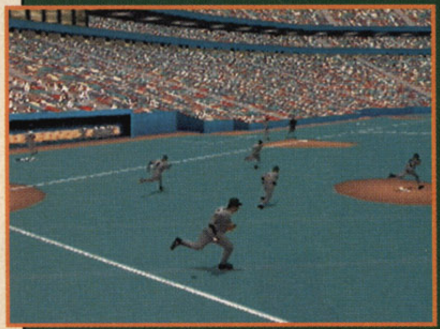




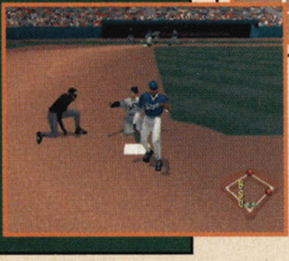




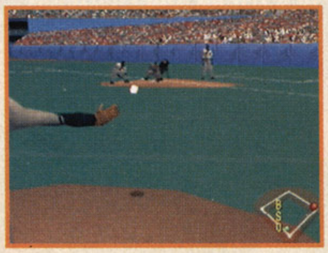
Gettin' to Third Base



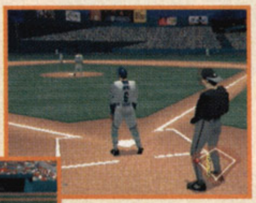
Baseball purists might find the cursor-based hitting a little frustrating at times, and there are certainly problems that should be addressed before Griffey's released, like its inaccurate fielding physics and delayed reactions to close pitches. In the unfinished version, though, the game's major oversight was speed, which can be described as stodgy at best. For instance, when an outfielder targets a ball, it seems to be a laborious run to reach the mark where the ball is dropping. If the speed is intensified, Griffey could certainly be in a league of its own on the N64.



A Spiffy Griffey



A major improvement over the SNES version is the sound, which has never been a strong point on the N64. For this Griffey, however, it blasts straight through with crisp bat cracks, ambient crowd noises, and thumpin' disco-inferno music as players come to the plate.



Developed by Angel Studios
Published by Nintendo
Available May

90% COMPLETE

Respected coach and video gameologist Tom "The Thumb" Blake says that in video games only the strongest get to enter their initials on the high-score page. That's why Coach Blake recommends his personal

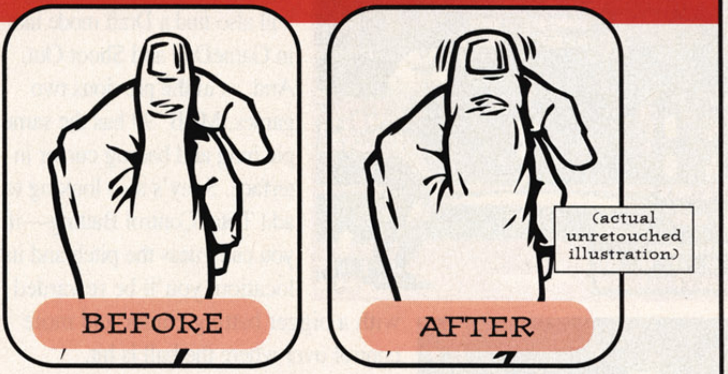
Two-Step Program to Bigger, Stronger Thumbs.

Step 1.

Buy the latest games at Target.

Step 2.

Play for eight to ten hours a day. You'll be on your way to bigger stronger thumbs in just six weeks.


BEFORE
AFTER
(actual unretouched illustration)

These are just a few of the games Coach Blake endorses for his program. Not only are they fun, so you'll stick to the program, they fit easily under your bed for convenient storage. And right now they're just

$39.99

ELECTRONIC ARTS
PlayStation
NEED FOR SPEED III
HOT PURSUIT
EVERYONE
E
ESRB
EA SPORTS
Triple Play 99

Get into the game.

TARGET COUPON | EXPIRES 6/1/98

$5 off

Any EA Sports Video Game.

NASCAR 98
EA SPORTS
Triple Play 99
NBA Live 98
PlayStation

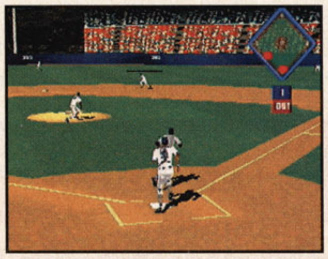
Limit one item per coupon, one coupon per guest. Reproductions not accepted.
Offer good while quantities last. Void where prohibited by law. No cash value.
Cashier: Scan product, then scan coupon.

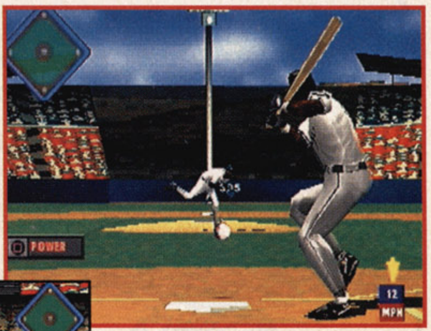
TARGET

5 85239 23774 3 (8101)0 00237 0698

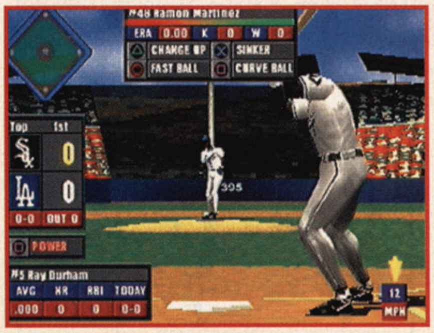
MLB '99

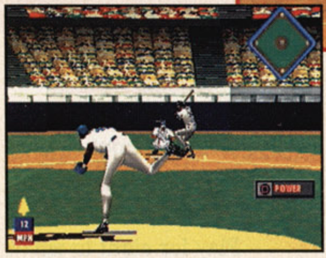
PlayStation

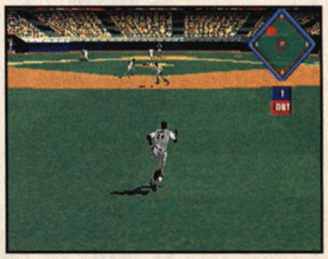


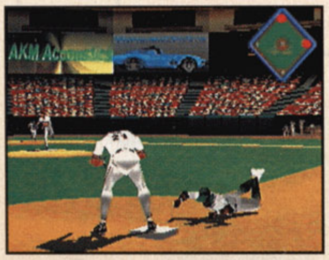


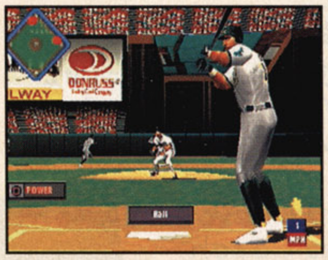
The PlayStation baseball season is starting out with a lot of competition, and MLB '99 is stepping up to the plate to contend for the championship. The lineup of modes looks pretty standard, featuring Exhibition, Season, Playoff, Home Run Derby, and Spring Training action. Gamers will also find a Draft mode like in GameDay and Shoot Out. And, as in the previous two games, MLB '99 has the same pitching and batting cursor interface. Sony's also looking to add Total Control Batting—if you can guess the pitch and its location, you'll be rewarded with a bigger batting cursor and more control over where the ball is hit.

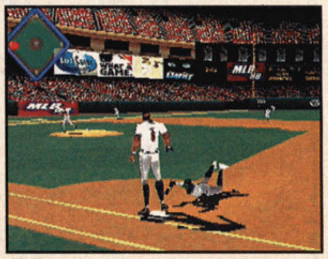






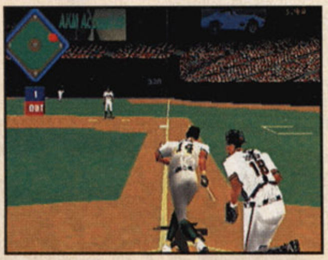


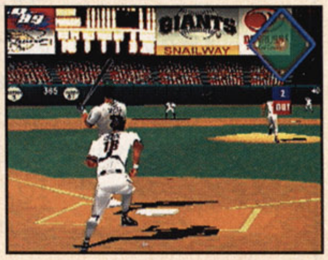




In the preview version we fired up, MLB '99 played just as fast as last year's game, and it looked almost identical. However, Sony is set to include new graphical touches, such as more player animation and wear and tear on the diamond as the game progresses. The control is also proving to be as solid as before: You can still adjust the batter's position and stance at the plate, but a map or a player cursor indicating who's closest to the ball on a hit to the outfield would be nice. All in all, MLB '99 appears headed in the right direction, and it could very well be one of the best baseball sims on the PlayStation this spring.—*The Rookie*

Developed and published by Sony
Available April
50% COMPLETE

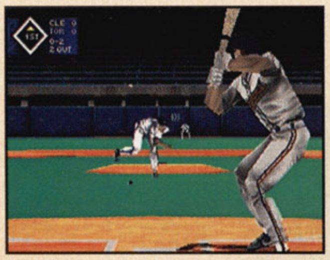


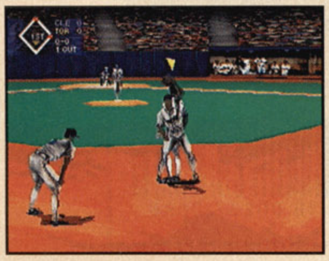


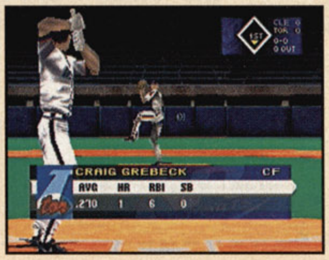
VR Baseball '99

PlayStation

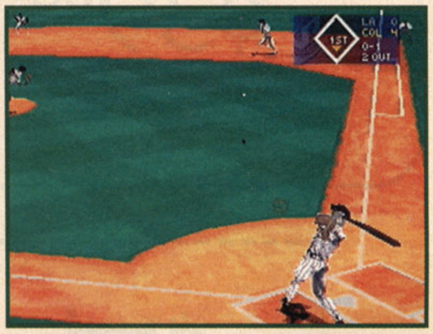
After a fairly successful rookie season, Interplay is returning to the diamond with VR Baseball '99. One big plus to this year's game is the fine-tuned graphics, which imbue VRB '99 with a smoother, more polished look. The players and stadiums look good, and the fields aren't plagued with the awful draw-in evident in VRB '97. Unfortunately, in the unfinished version we played, the gameplay speed was a little slow, and the player animations weren't as dynamic as those in the MLB '99 preview version. The pitching interface also isn't as intuitive as Triple Play '99's—you can apply hardly any aftertouch.

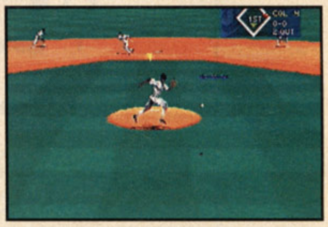






As for features, VRB '99 hits the field in Exhibition, Season, Playoff, Home Run Derby, and Practice modes, and it sports all the current teams, players, stadiums, and official logos. If you want to play GM, the standard trade feature is included as well. You can also compile a highlight reel and save your best replays to a memory card. If VR Sports can speed up the play a little and add more variety to the pitching, VR Baseball '99 could gain recognition as a solid title. —*The Rookie*

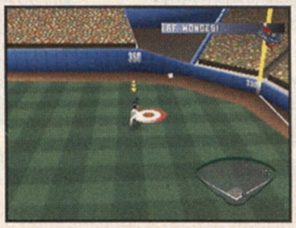


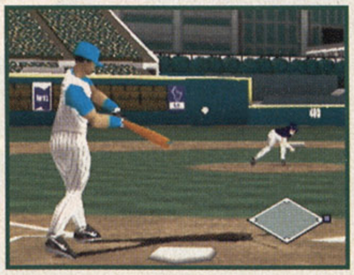


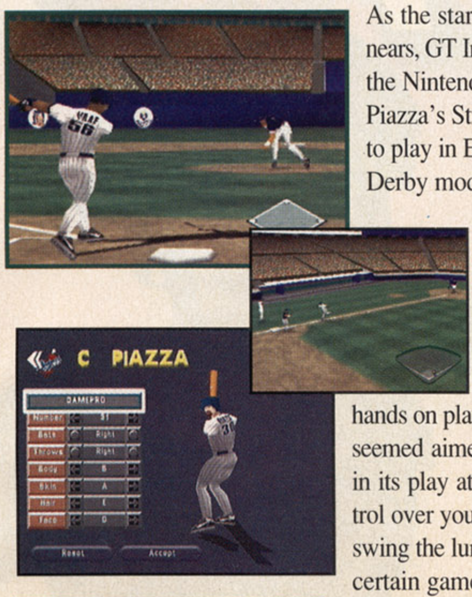
Developed by VR Sports
Published by Interplay
Available April
80% COMPLETE

Mike Piazza's StrikeZone

Nintendo 64

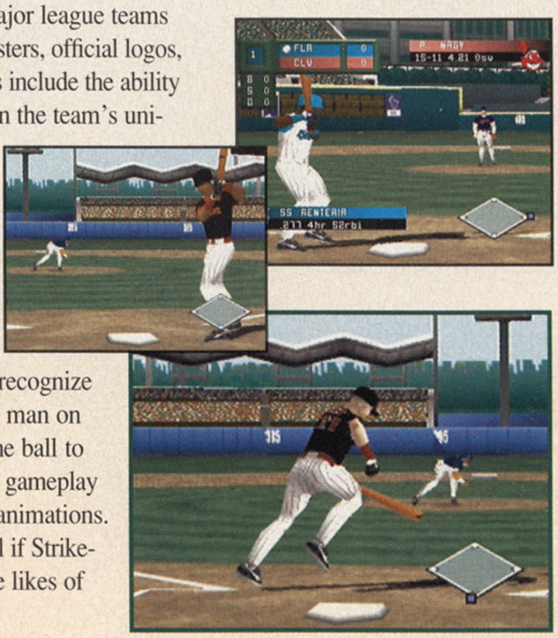





C PIAZZA
GAMEPRO
Number 31
Bats Right
Throws Right
Body B
Skin A
Hair E
Face D
Reset
Accept

As the start of the baseball season nears, GT Interactive is stepping onto the Nintendo 64 mound with Mike Piazza's StrikeZone. In the features lineup, gamers can look forward to play in Exhibition, Season, World Series, All-Star, and Home Run Derby modes. And as you would expect, all 30 major league teams will be present, along with complete rosters, official logos, and stadiums. Some of SZ's cool extras include the ability to draft a team, then name it and design the team's uniforms. The game will also include more than 20 secret codes.

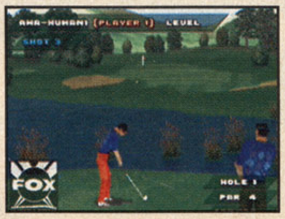
The unfinished version we got our hands on played pretty smoothly, but it definitely seemed aimed toward younger gamers, especially in its play at the plate. You don't have much control over your batter other than pressing a button to swing the lumber because the A.I. is programmed to recognize certain game situations. For instance, if you have a man on third and a right-handed batter at the plate, you'll hit the ball to the opposite field. GT is still looking to fine-tune the gameplay mechanics, as well as improve some of the in-game animations. Until we get a final reviewable copy, it's hard to tell if StrikeZone will be able to hang in the big leagues with the likes of Griffey baseball.—*The Rookie*


FLA
CLV
P NAGY
15-11 4.21 0sv
SS RENTERIA
.277 4hr 52rbi

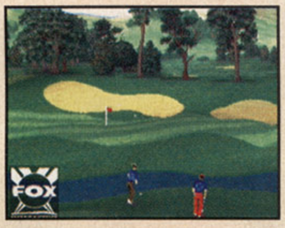
Developed by Devil's Thumb Entertainment
Published by GT Interactive
Available May
80% COMPLETE

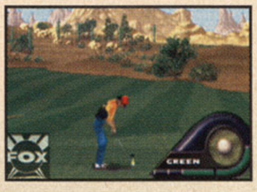
Fox Sports Golf '99

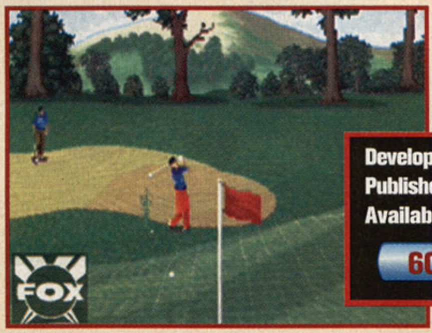
PlayStation


AHA-HUMAN! [PLAYER 1] LEVEL
SHOT 3
FOX
HOLE 1
PAR 4

Fox Interactive is branching off into sports by teaming up with Gremlin (the developers of VR Golf) for Fox Sports Golf '99. Tin-cuppers will be able to swing for the green in true 3D environments in Stroke, Match, Skins, Foursome, and Fourball modes on three world-famous courses and three fantasy courses. You can even create your own course. To round it all out, Fox Sports has tapped its own Peter Alliss to do the in-game commentary. —*The Rookie*



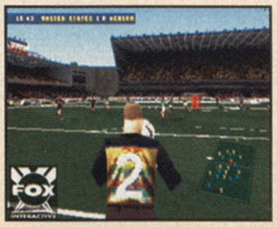


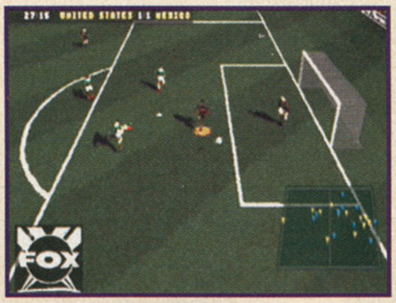


Developed by Gremlin
Published by Fox Sports
Available June
60% COMPLETE

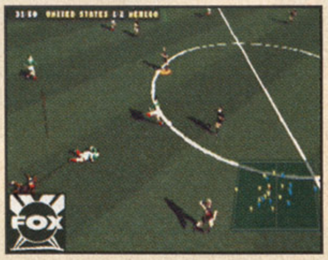
Fox Sports Soccer '99

PlayStation


UNITED STATES 1 0 MEXICO
FOX

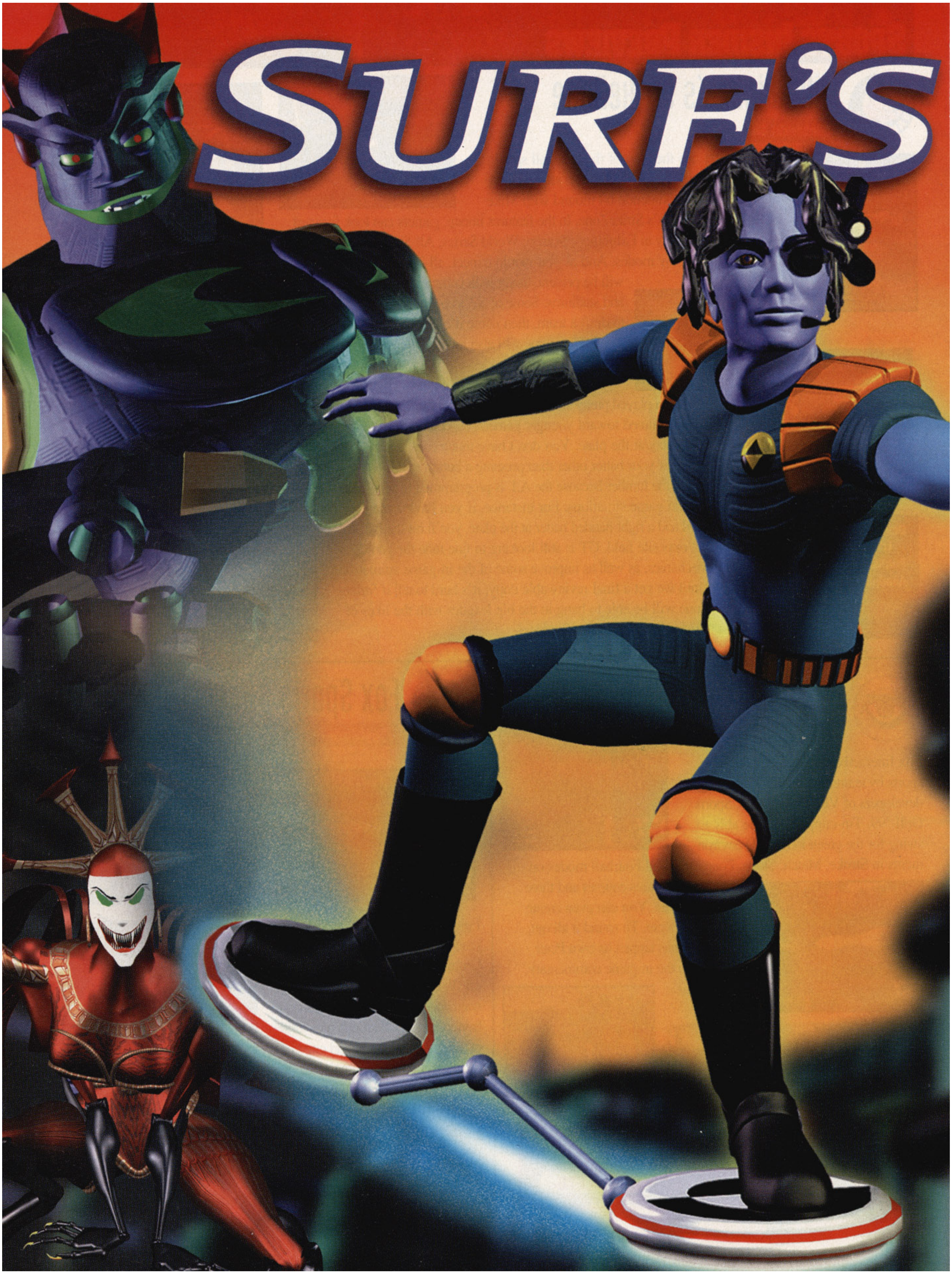

27:16 UNITED STATES 1 1 MEXICO
FOX

Fox is also extending its sports reach onto the soccer field with Gremlin, who developed VR Soccer. In Fox Sports Soccer '99, Pelé wannabes can kick it with 128 teams from countries all around the world in tournament, league, and cup competitions. Fox is planning to include 24 stadiums and a feature that will enable you to create your own team from the ground up. Plus, you can choose to hear the play-by-play in English or Spanish. —*The Rookie*


31:09 UNITED STATES 1 2 MEXICO
FOX

Developed by Gremlin
Published by Fox Sports
Available June
60% COMPLETE

SURF'S



UP!

Catch Air on a Killer Board. And Carry a Big Gun.

Defend the vibrant computer world of Mainframe from Megabyte's twisted army. Grab your high-flying Zipboard and blast into action before the system deletes YOU.

ReBoot™

Surf the System:
You play Bob, zipboardin' Guardian of Mainframe.

Take a byte out of crime:
Obliterate viruses with radical weapons, nifty gadgets, and plenty of power-ups.

Advanced 3-D engine:
Explore 19 immense, vivid levels as you save the world.

ELECTRONIC ARTS™

MAINFRAME™
ENTERTAINMENT, INC.

PlayStation™

EVERYONE
E
CONTENT RATED BY ESRB

Software ©1998 Electronic Arts. Electronic Arts and the Electronic Arts logo are trademarks or registered trademarks of Electronic Arts in the U.S. and/or other countries. All rights reserved. ReBoot™ & © 1998 Mainframe Entertainment, Inc. All rights reserved. The brand name of ReBoot™ and ReBoot™ characters are trademarks of Mainframe Entertainment, Inc. and are used with permission and under license. PlayStation and the PlayStation Logos are trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. L, R1, R, U, D, R2, L1, R, U, D

ROLE-PLAYER'S REALM

THE MONTHLY GUIDE TO THE WORLD OF ROLE-PLAYING GAMES • MAY '98

SaGa Frontier

サガ フロンティア

PlayStation

By Sir Scary Larry

Square's reputation for quality RPGs continues with SaGa Frontier. The successor to FFVII is finally here.

Gaga for SaGa?

SaGa Frontier looks and plays like most standard RPGs, but a couple of unique features help the game shine. First, there are seven separate quests with seven diverse characters (you can choose from a male, a female, a cyborg, and a monster), each with a fully playable scenario.

Another feature is the ability that certain members have to absorb and transform into the opponent they're fighting: You may start the match as a harmless bird and end up as a snarling dragon. You can change as many times as you want at the end of a match and carry your new abilities into the next fight.

Square Deal

Graphically, SaGa uses a few scenic tricks from FFVII; namely, lots of prerendered backgrounds. The characters are reminiscent of those in Final Fantasy III, with small sprites, large enemies, and flashy spells.

The sounds are better than those in most RPGs; the standard Square fare. The good, steady soundtrack and heroic battle music are slightly diminished, however, by the low-key monster growls and groans.

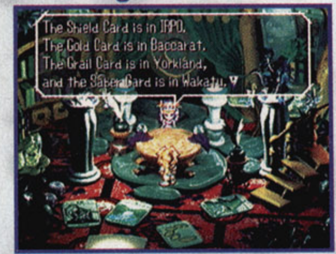
Getting used to the game's controls takes practice, but in general they work well, with the exception of when you're using cure potions. To use these in battle, your character must equip either the cure potion or the backpack—if you forget, and no one in your party has a cure spell, you're SOL. And unlike most RPGs, not all your characters are allowed unlimited access to their item inventory during battle.

SaGa is also unbearably tough at times, which further differentiates it from other recent RPGs. Since there's a huge environment to explore, you'll often find creatures that seem incredibly hard to beat or that wipe you out in one round. And there's little direction in the game—you may find yourself battling a group of creatures before you realize (with a little exploration) that you need to find other party members first.

A Final Frontier

All that aside, SaGa Frontier takes you back to the old days of RPGs: lots of battle time, cool spells and weapons, and a fairly mysterious but engaging story line. SaGa will cure your "I've finished FFVII and have nothing to do" blues. G

Blue's Saga



The Shield Card is in IRPO.
The Gold Card is in Baccarat.
The Grail Card is in Yorkland,
and the Saber Card is in Wakatu.

PROTIP: First, travel to Devin to learn about Arcane and Rune magic. You must make it there before Rouge; you won't be able to acquire the magic if he gets it first. Also, learn where the four Arcane Cards are located and retrieve them.

T260G's Saga

PROTIP: Before setting out on your adventure with Thyme, visit the combat arena and build up some hit points. You'll also get a few helpful items.

Lute's Saga

EnergyChain

PROTIP: Go to Luminous first and get the magician, Rouge, to join you. Then travel to Omble and gather experience fighting among the shadows. Although Rouge will do much of the work, Lute should pick up three new techniques.

Red's Saga

PROTIP: Check the rooms the nurse and accounting officer are in when the pirates take over the Cygnus. You'll find a mech and two female fighters to join you. Then check out the fancy suite above the bridge for another ally.

Riki's Saga

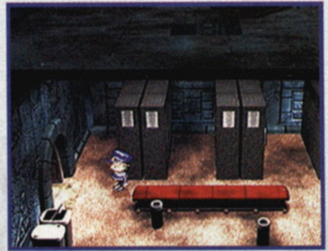
PROTIP: In Owni Mansion, don't leave after getting the ring. Search the attic to find the Ghost Cannon and Kris Knife.

Asellus's Saga

Fascination
Charms enemy

PROTIP: Before grabbing the dress in Rootville, have Asellus visit the first shop on the right and see the tutorial on magic. It will help you in the other quests as well.

Emelia's Saga



PROTIP: If you played Riki's saga first, you'll recognize this prison room. Don't forget to grab the Light Bazooka in the last set of lockers.

SaGa Frontier by Square

Graphics	Sound	Control	Fun Factor
5.0	4.5	4.5	5.0

Price not available
Available now
RPG
1 player

Challenge: Advanced
Replay value: High
ESRB rating: Teen

Breath of Fire III

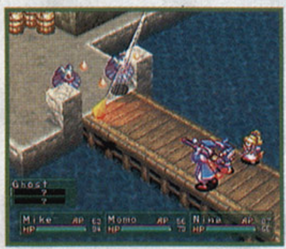
PlayStation

By Mage-or Mike

Capcom's third installment of Breath of Fire lives up to the series' heritage with absorbing gameplay, an intriguing story, and improved visuals. Despite the game's slow start and some repellent music, Breath of Fire III delivers rich rewards for RPGers—especially to fans of the series.

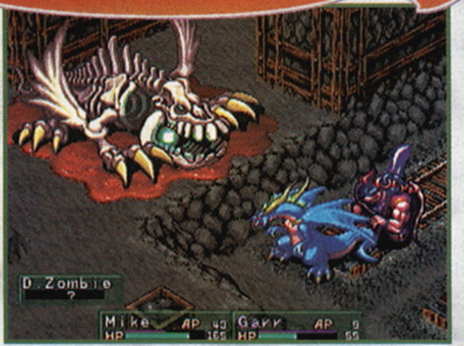
It's a Dragon Thing

Breath of Fire III takes place hundreds of years after Breath of Fire II, placing you in the role of the last member of a clan called the Brood (who were hunted down because of their ability to turn into dragons). You're soon befriended by a pair of thieves who later disappear. As you attempt to find them, you're sidetracked by several subplots and joined by other characters. The complex story is earmarked by more plot twists, turns, and surprises than in previous games.

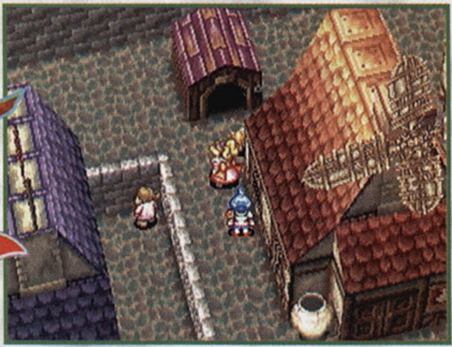


PROTIP: In the lighthouse, beware of ghosts—they'll almost always use a Sleep spell. Make sure someone in your party is equipped to resist this attack.

Despite its complex plot, BOFIII retains most of the gameplay elements of its predecessors, though it also differs from them in a few important ways. For one, this game is much longer—about twice as long as the last game. Another difference is that this time around, you play half the game as a child, the other half as an adult. Other changes gamers will enjoy are BOFIII's new isometric view and the ability to rotate the landscape to find concealed objects. The combat system is still turn-based, though, and, unfortunately, long load times bog down the action.



PROTIP: Cure poisoned characters immediately. If you don't, their health drops.



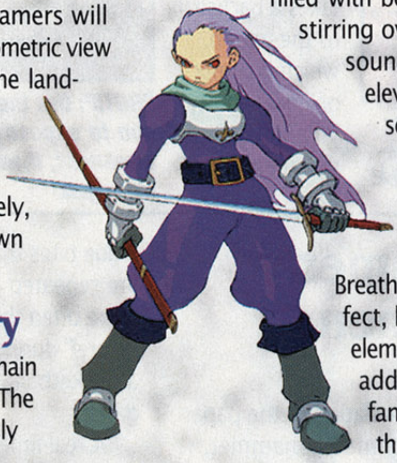
PROTIP: Use the Rotate function if an area is hidden from view. Chances are you'll find a concealed item.

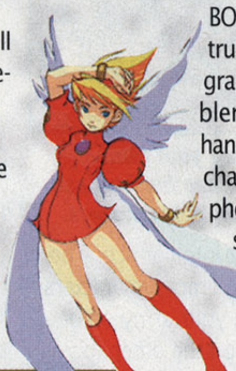
Sound and Fury

BOFIII's visuals remain true to the series. The graphics seamlessly blend detailed hand-drawn sprite characters, atmospheric polygonal surroundings, and cool fireworks during the battle sequences. The only graphics glitch occurs when objects turn into a mass of pixels as you get close to them.

The responsive controls put you in firm command of the characters while on the general map. Moving your party is a breeze, and the menus are easy to access and use. Precisely controlling the characters' movements, however, is problematic; it's easy to get hung up and walk in circles, which often results in covering too much ground and starting an unwanted battle.

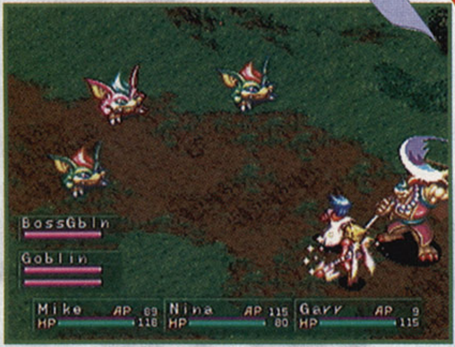
The music, however, is BOFIII's weakest element. Whereas the other BOFs were filled with beautiful symphonies and stirring overtures, BOFIII's music sounds like a compilation of elevator and mall music. The sound effects shine with arresting yelps, telling booms, and other noises.



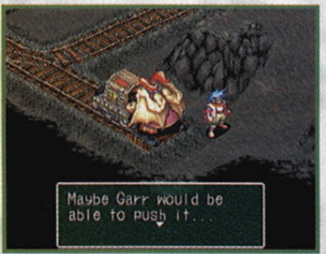


Fantastic Fire

Breath of Fire III is far from perfect, but its epic story and new elements make it a worthwhile addition to the series. RPG fans should get Breath of this game—it's one adventure that won't leave you feeling burned. **G**

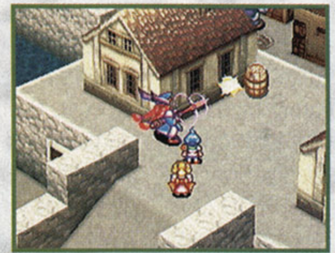


PROTIP: Nina's one of the strongest magic users, so place her in the rear flank of your attack formation to minimize her damage.

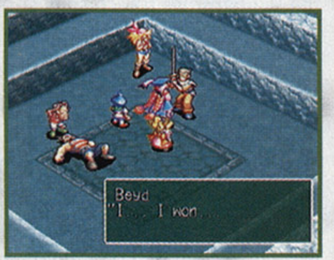


Maybe Garr would be able to push it...

PROTIP: When moving objects as Garr, don't press them against walls or the object may break.



PROTIP: Use Momo's cannon to destroy barrels blocking the path.



Beyd
"I... I won.

PROTIP: Train Beyd at least 30 times before he takes on Zig at the Rhapala docks.

Breath of Fire III by Capcom

Graphics	Sound	Control	Fun Factor
4.5	3.5	4.5	5.0

Price not available
Available now
RPG
1 player

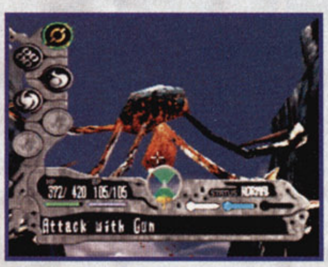
Challenge: Advanced
Replay value: Medium
ESRB rating: Teen

Saturn

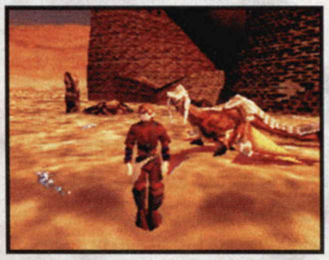
Panzer Dragoon Saga

By Boba Fatt

It looks like the Panzer Dragoon series will rest as the Saturn's coolest franchise—and what a great way to bow out. This action/RPG wraps up the trilogy in style, offering a truly epic adventure.

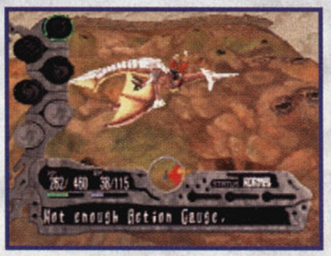


PROTIP: Go for the Queen's belly and ignore her brood—they'll run when you defeat her.



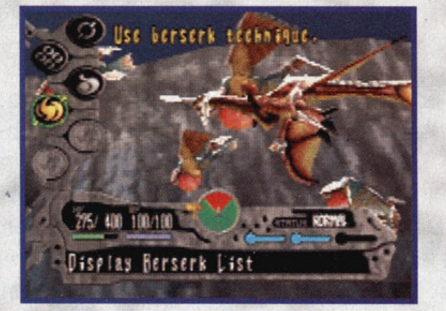
A boy and his dragon: Panzer Dragoon Saga's gorgeous gameplay visuals look cut-scene slick.

In Panzer Dragoon Saga, you control Edge, a boy seeking revenge after his family's murder. A dragon befriends him, and he soon discovers things may not be what they seem. The gameplay seesaws between exposition and action, and long bouts of fighting and flying interspersed with dialogue.



PROTIP: Use the multi-fire cannon to expose this enemy's weakness, then nail it with the laser gun.

The slowly unfolding plot takes a backseat to the action, which is a mix of Final Fantasy VII and traditional Panzer Dragoon–style battle. For traditional RPGers, there are a host of RPG-type options, like item usage and magic, which increase with your experience. The controls are complex, but well-devised and easy to learn, so the action and RPG elements flow together nicely.



PROTIP: Berzerks are very effective, but must be conserved. Use 'em only against enemies that pose a serious threat.

True to the franchise, the graphics are huge and sweeping. Everything has that Saturn pixelated-edge look, but the scale of the beasts and environments is impressive and often overwhelming. Sonically, PDS disses its U.S. audience by not translating the Japanese dialogue, though there are English subtitles. It's an aural delight otherwise, but the lack of translation makes the game feel unfinished.

Panzer Dragoon Saga completes the Panzer series nicely. For Saturn gamers, it ultimately offers a fleeting glimpse at what the future Saturn library could have been. G

Panzer Dragoon Saga by Sega

Graphics	Sound	Control	Fun Factor
4.5	4.0	4.0	4.0

$49.99
Available now
Action/RPG
1 player
Challenge: Intermediate
Replay value: Low
ESRB rating: Not yet rated

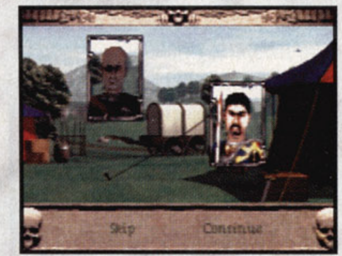
PlayStation

Warhammer: Dark Omen

By Boba Fatt

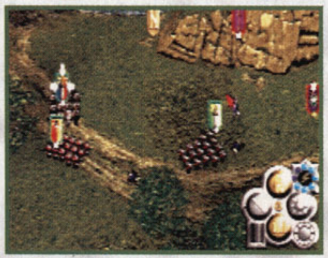
Dark Omen is a translation of the paper-and-dice warfare strategy game Warhammer, which was unsuccessfully translated first by SSI in Shadow of the Horned Rat for the PlayStation. If the Warhammer franchise is still bleeding from that wound, Dark Omen's enough to end its misery.

This game is a debacle; it looks like it was thrown together during a four-day weekend. The graphics, with the exception of an occasional surprisingly nice polygonal landscape, aren't worthy of a 16-bit title, let alone the PlayStation. Your armies are small rendered blocks, and you can barely see how many soldiers you have. Even the atrocious cut scenes use cut-out faces of talking heads rather than actual environments. For sound, DO offers bare-bones music and dialogue bites that are repeated more often than "Score!" during a basketball game.



Dark Omen's pathetic cut scenes skimp out by offering only talking heads pasted on a background.

A real-time strategy game without the strategy, DO neither displays or requires you to have any intelligence. The story is thrown together with empty characters, and every mission positions your army on one side and your enemy's army on the other so you can march into one another. Your choice of personnel, armament, or economy never comes into play because positive results come only from overwhelming numbers.



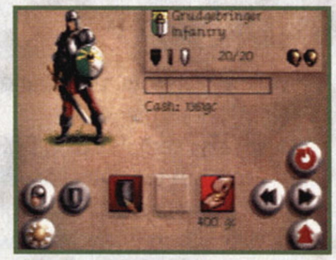
PROTIP: Keep your platoons close to one another because there's strength in numbers.

Unless you're a huge fan of the Warhammer franchise, avoid this bleak title at all cost. Major dental work would be preferable to playing Dark Omen. G

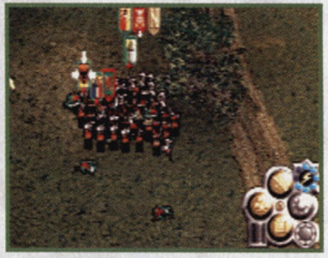
Warhammer: Dark Omen
By Electronic Arts

Graphics	Sound	Control	Fun Factor
1.0	3.0	1.5	1.0

$49.95
Available now
War strategy
1 player
Challenge: Intermediate
Replay value: Low
ESRB rating: Teen

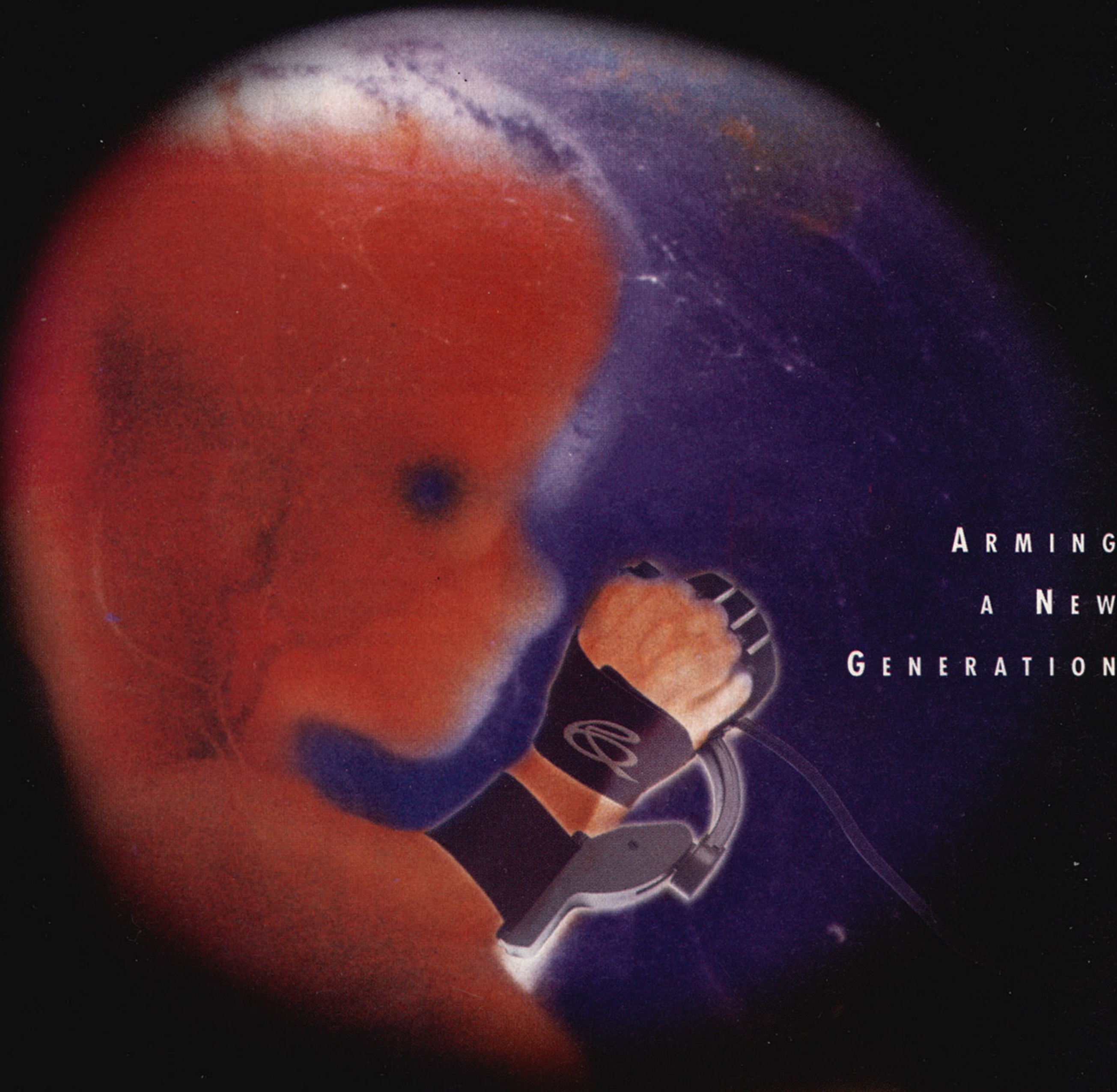


PROTIP: Be sure to buy all the weapons and armor you can, and restock your armies after each battle early in the game. You'll earn plenty of gold to replenish your supply and have fewer casualties.



PROTIP: Whenever possible in the game, flank the enemy from both sides. Divide and conquer is the rule!

EVOLUTION



the VIDEO GAME CONTROL GLOVE

PlayStation™

QUICKER COMBOS FASTER LAPS MORE KILLS TIGHTER TURNS HIGHER SCORES

Available wherever video games are sold. For more information check out **www.theglove.com** or call **1-888-96-glove**

REALITY QUEST

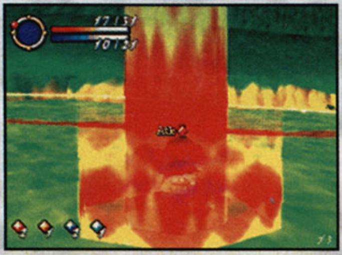
GET IN THE GAME™

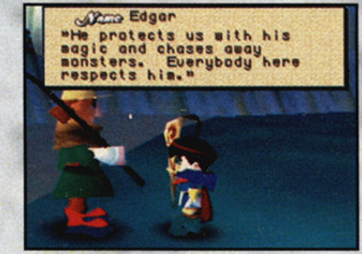
Reality Quest and the Reality Quest logo are trademarks of Reality Quest Corporation. Produced under license by Sony Computer Entertainment America for use with the PlayStation game console. **PlayStation** and the **PlayStation** logo are trademarks of Sony Computer Entertainment Inc.

ROLE-PLAYER'S REALM PREVIEWS

Quest 64

Nintendo 64





Name Edgar
"He protects us with his magic and chases away monsters. Everybody here respects him."

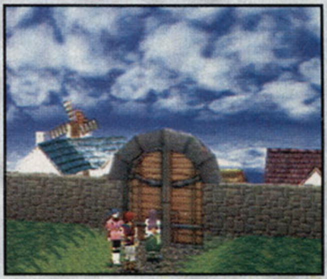
The first role-playing game for the Nintendo 64, Quest casts gamers on a mystical journey through the worlds of magic and spirits. You play as a young Spirit Tamer whose powers and spells are cast from the four forces of nature—earth, water, air, and fire. Your quest is to find your missing father and recapture the book of Spirit Tamer secrets that was stolen by the evil Master Wizard.

Throughout your journey, you'll interact with over 100 characters, use more than 50 spells, and explore a huge 3D environment comprised of seven main cities. The gameplay in the preview version was both fun and intriguing as the monsters, story line, and spells you encounter keep the pace crisp and the frequent battles fierce. If Quest 64 continues its impressive development, it could be the large-scale character adventure Nintendo 64 owners have been salivating to embark upon.
—*Robinson Hood*

Developed by Imagineer
Published by T•HQ
Available June
70% COMPLETE

The Granstream Saga

PlayStation



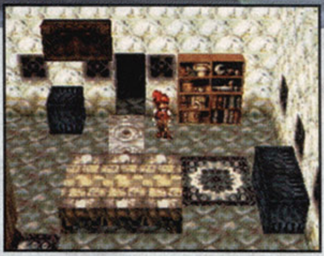
The Granstream Saga sends RPGers on a terrifying mission against not only the forces of evil, but the devil himself. This fully polygonal action RPG features cool battle sequences that resemble a fighting game more than a role-playing game. You can block with your shield, attack with your sword, and dodge enemy attacks in a frantically paced, 60-frames-per-second fight for your life. The battles are so fun, in fact, you'll walk around like a punk looking to fight everything that moves. Action-RPG fans should definitely keep an eye out for The Granstream Saga. It already has the potential to excite gamers with its explosive combat and wicked pace.—*J. Boogie*

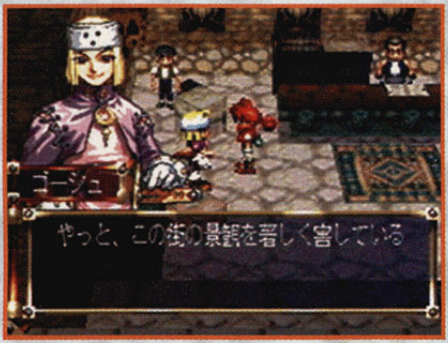
Developed by SCEI
Published by T•HQ
Available June
70% COMPLETE

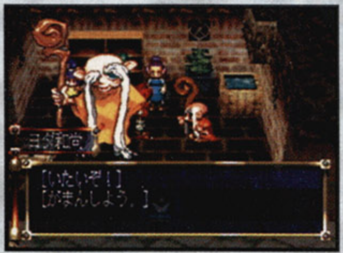
ROLE-PLAYER'S REALM PREVIEWS

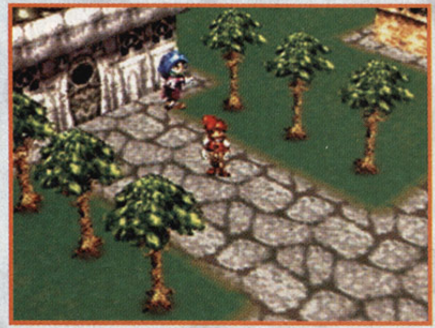
Azure Dreams

PlayStation

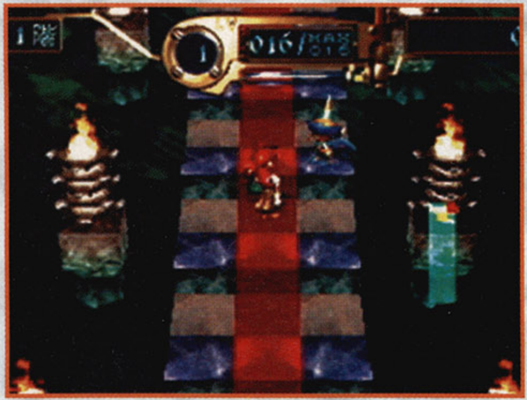


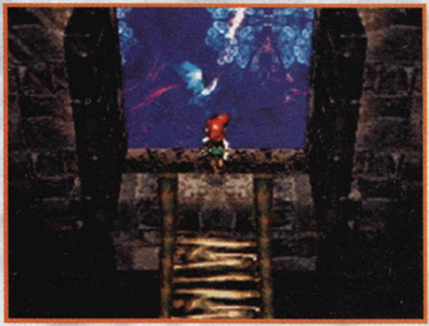

ゴージュ
やっと、この街の景観を著しく害している





Konami, the makers of addictive RPGs like Suikoden and Vandal Hearts, looks to strike gaming gold once again with its upcoming title, Azure Dreams. The game features 3D backgrounds, rendered characters, multiple camera angles, and real-time battles, but the unique twist comes in the form of its characters. Throughout your journey, you actually hatch and raise creatures, like beasts and wizards, to help you defeat your enemies. If Azure Dreams plays as good as it sounds, it could be in the running as one of the year's most entertaining RPGs.—*Johnny Ballgame*

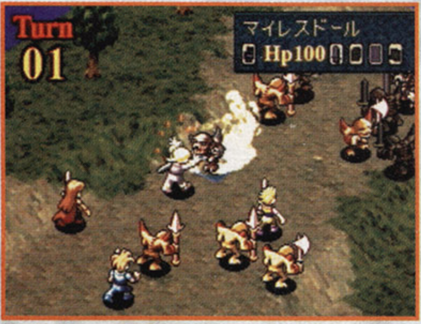




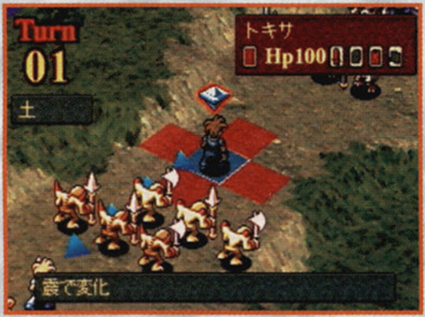
Developed and published by Konami
Available May
80% COMPLETE

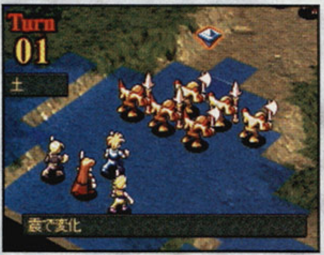
Rebus

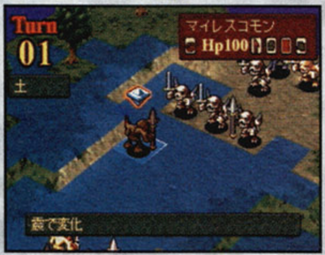
PlayStation

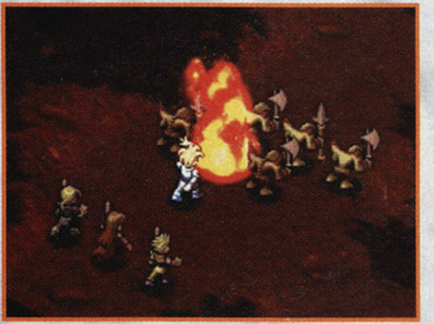

Turn
01
マイレスドール
Hp100

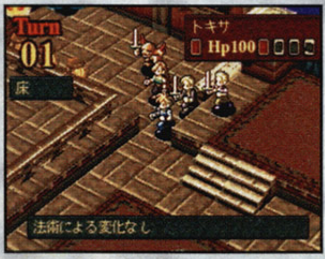
Rebus is a promising new tactical RPG developed by the same team who created Revelations: Persona. In Rebus, though, Atlus hopes to increase the level of fun and gameplay established in Tactics Ogre by enabling your characters to adjust the terrain during battle. For instance, if your enemy is on a hill overlooking a river, you can either destroy the hill or move it to drown your opponents. Casting spells will also follow a more logical sequence in Rebus—if you need paper for your spell, you will first need to grow a tree, then cut it down in order to make the paper. Complex but cool, Rebus hopes to attract the tactical freaks who love using their minds, not just their swords.—*J. Boogie*

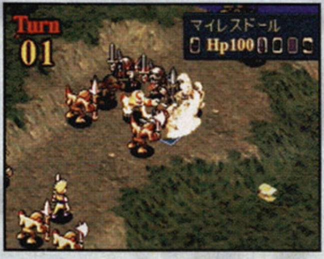

Turn
01
トキサ
Hp100
土
震で変化


Turn
01
土
震で変化


Turn
01
マイレスコモン
Hp100
土
震で変化

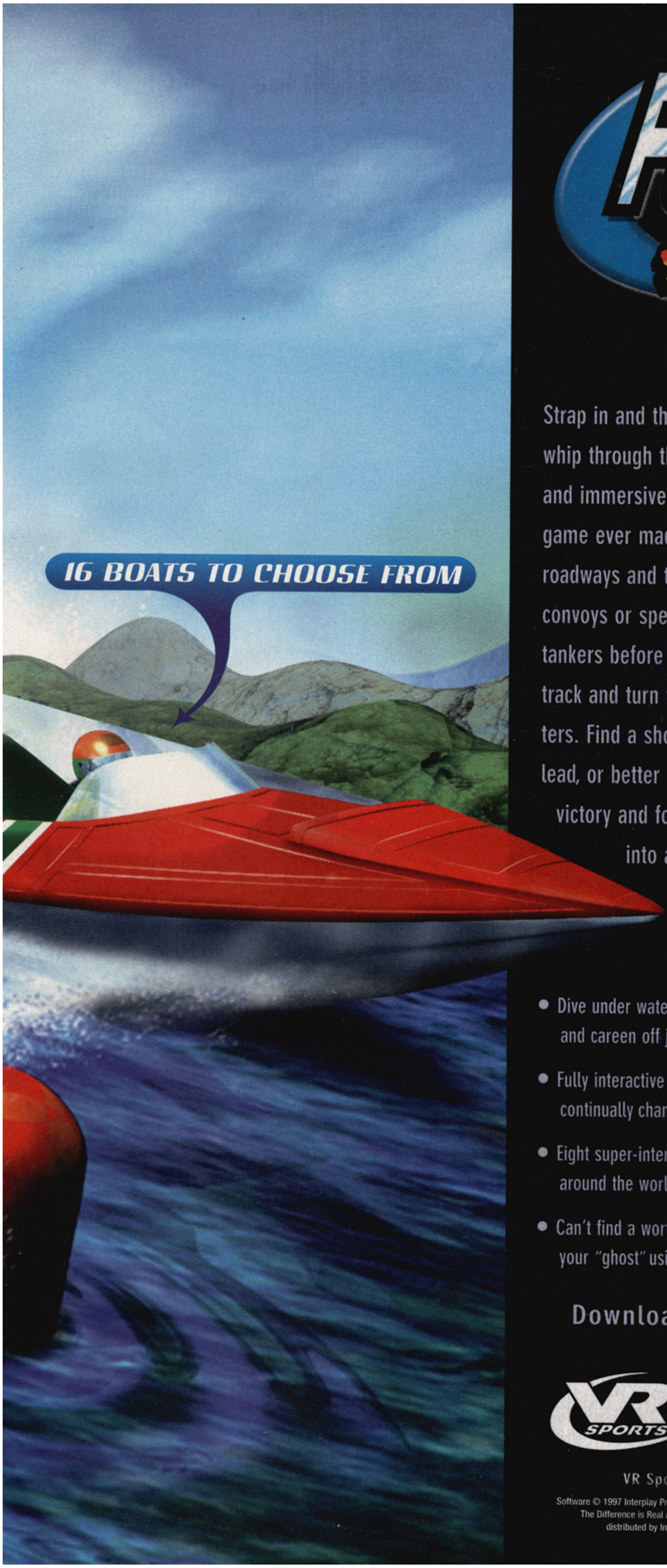



Turn
01
トキサ
Hp100
床
法術による変化なし


Turn
01
マイレスドール
Hp100

Developed and published by Atlus
Available Third Quarter '98
50% COMPLETE

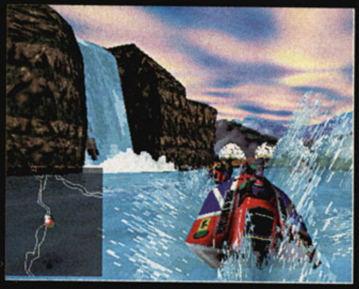
VR SPORTS
INTERACTIVE ENVIRONMENTS
DEATH-DEFYING JUMPS
ADJUST ENGINE TRIM FOR SPEED
REALISTIC WATER PHYSICS CREATE WAKE EFFECTS
SO REAL ... YOU'LL WET YOURSELF.



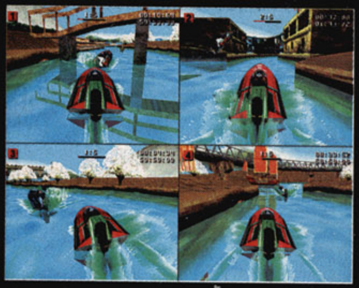
VR SPORTS POWERBOAT Racing™

Available Spring '98!

Strap in and throttle up as you whip through the most realistic and immersive powerboat racing game ever made. Jump over roadways and through passing convoys or speed between oil tankers before they close off the track and turn your boat to splinters. Find a shortcut and take the lead, or better yet, secure your victory and force your opponent into a river barge at 200 miles per hour.

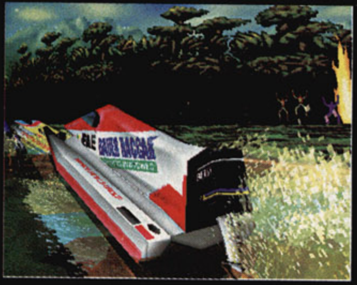


You'll have to adjust your engine trim to maximize speed and control.



Split your screen 4 ways and play 3 friends on the same computer or challenge 6 of them over the network.

- Dive under water, crash through waves and careen off jumps.
- Fully interactive 3D environments that continually change during races.
- Eight super-intense racetracks from around the world to tear through.
- Can't find a worthy opponent? Race your "ghost" using your own best time.



Choose between two different hull types and eight body styles, each with their own unique attributes and three different engine sizes.

Download the demo at www.vrsports.com

KIDS TO ADULTS
CONTENT RATED BY ESRB

PlayStation™

Designed for
Microsoft
Windows 95

VR Sports 16815 Von Karman Avenue Irvine, CA 92606

Software © 1997 Interplay Productions. All Rights Reserved. Engine © 1997 Promethean Design. All rights reserved. VR Sports, VR Sports logo, The Difference is Real and VR Sports PowerBoat Racing are trademarks of Interplay Productions. All Rights Reserved. Licensed and distributed by Interplay Productions. All other copyrights and trademarks are the property of their respective owners.

GEX
ENTER THE GECKO

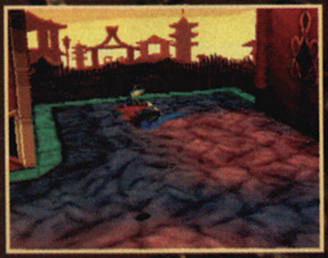
Hidden throughout Gex are a number of silver remote controls that will enable you to unlock secret bonus areas. This ProStrategy Guide will help you find all 14!

By Johnny Ballgame

PlayStation

BASICS

Jump Kick



While running, press and hold L2 or R2 and press × to perform a flying karate kick.

Tail Bounce

Press × to jump. When you're about to land, press × again to bounce higher than your original jump.

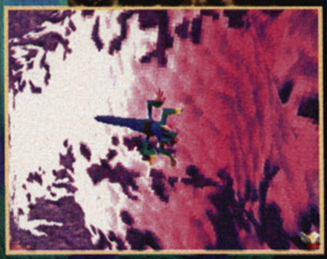
Look Around

Whenever you're stuck in a tight spot or don't know where to go next, press and hold △ to draw the camera close to you, then use the directional pad to look around the area from a closer perspective.

Whip It Good

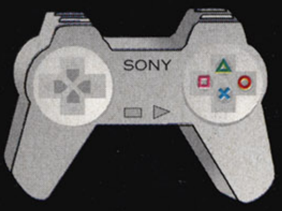
Try to destroy everything in each level. Tail-whipping objects and enemies is the best way to reveal power-ups.

Face-Stick Areas



Certain levels have discolored sections in the walls that you can jump against and stick to. Crawl along these areas to discover new paths and find hidden power-ups.

CONTROLLER LEGEND



×: Jump
□: Tail whip
△: Change camera view
○: Eat bug

R1 & L1: Rotate camera
R2 & L2: Crouch

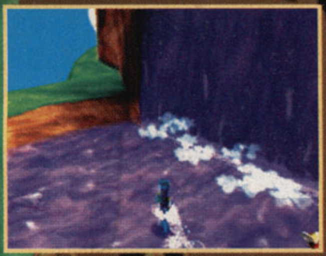
HIDDEN SILVER REMOTES

By collecting the silver remotes, you can open up some very cool bonus levels.

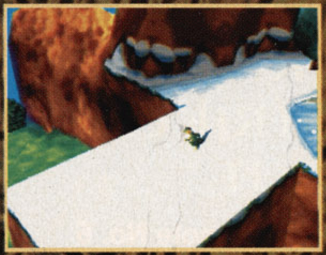
Note: You can find the remotes in any order you choose. The remotes are numbered in this guide simply to help you organize the ones you've found from the ones you're still searching for.

OUT OF TOON

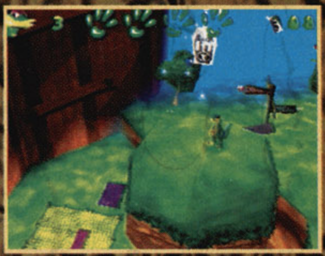
Silver Remote No. 1



When you start the level, jump up the two ledges to your left and run into the area with the sign that reads "Hard head area." Run across the water to the left and jump on the rising platform. Ride the platform up to the next level. Run across the water to the left, then run along the small ledge until you reach the snow-covered area.



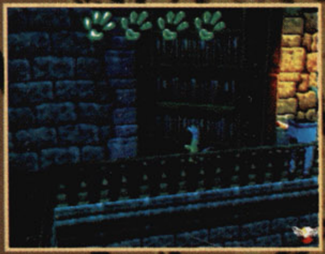
Jump onto the snowy ledge below, then leap onto the moving wall to your left. Ride the moving wall until you reach the floating platform.



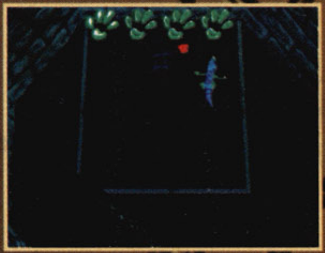
Jump onto the floating platform and get the silver remote.

SMELL-RAISER

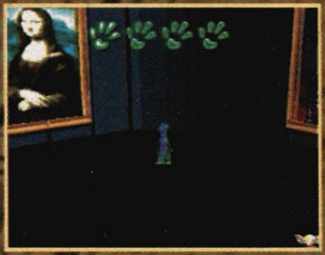
Silver Remote No. 2



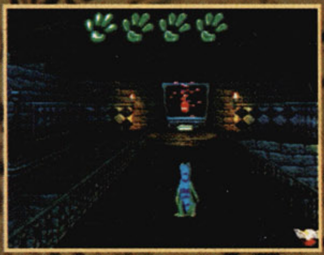
In the third room (the one with the Frankenstein as you first walk in), climb to the top level by the water cooler. Break the cooler and tail whip the bookshelf next to the cooler to reveal a secret area.



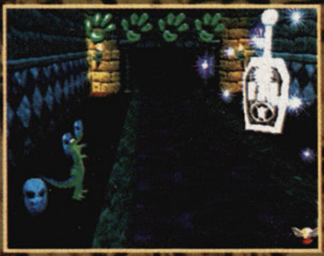
Flip the switch inside the room to activate the elevator located near the end of the level.



Make your way to the end of the level. Enter the room with all the paintings on the wall and ride the elevator.



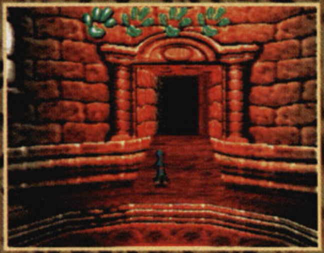
Exit the elevator and you'll see the red remote and level exit straight ahead.



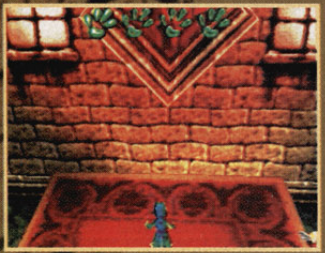
Before exiting the level, jump off the walkway into the water to find the silver remote.

FRANKENSTEIN FIELD

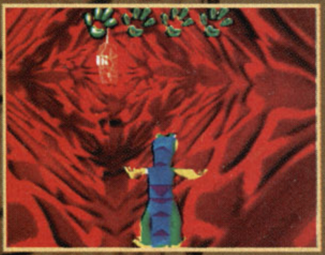
Silver Remote No. 3



In the second room, enter the red door.



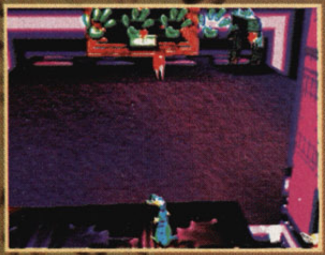
Jump onto the platform with the pumpkin located directly ahead of you.



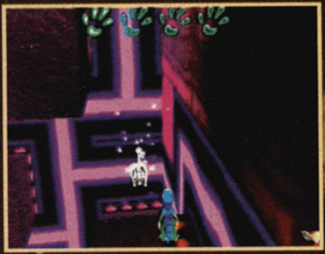
Turn to your left and jump through the red diamond to find the silver remote.

WWW.DOTCOM.COM

Silver Remote No. 4



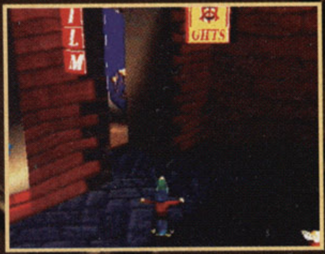
When you make it to the top of the bionic tower and see the exit in front of you, stop.



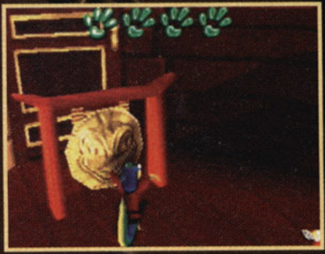
Jump to your right, where you see the circuits on the wall. When you land, the silver remote will be in front of you.

MAO TSE TONGUE

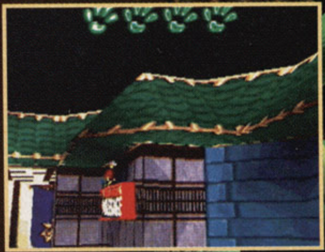
Silver Remote No. 5



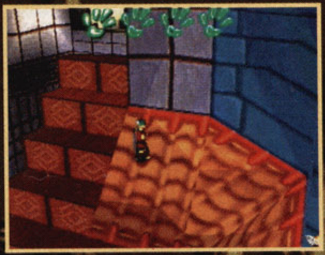
Begin this level by walking forward and entering the gift shop.



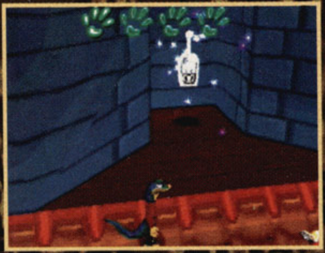
In the second room, strike the gong to activate the stairs.



Climb the stairs, then tail bounce from the top stair to the sign on the right.



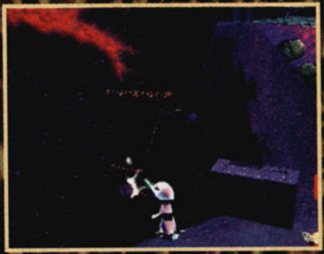
Jump off the sign onto the brown awning below. When you land, walk to the right.



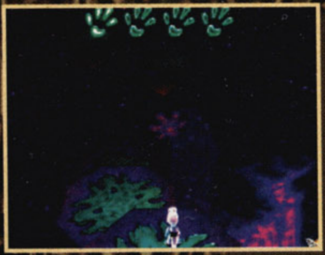
Tail whip the first door-like image in the wall to uncover the silver remote.

THE UMPIRE STRIKES OUT

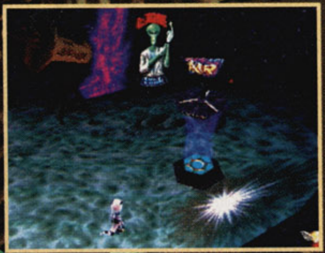
Silver Remote No. 6



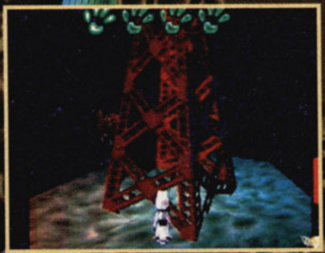
At the start of the level, jump off the platform, then turn to the right and run down the unfinished walkway.



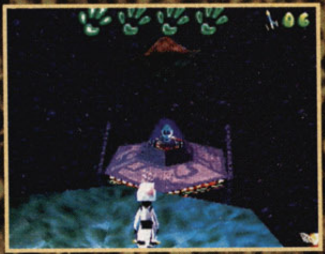
Continue in the same direction by jumping across the floating green platforms.



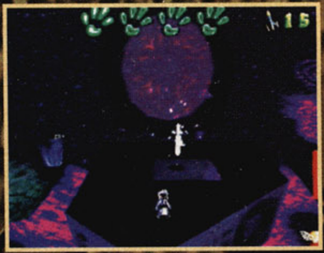
When you reach the area with the air booth and an alien sign, run to the right.



Jump onto the platform with the radar antenna and tail whip the antenna.



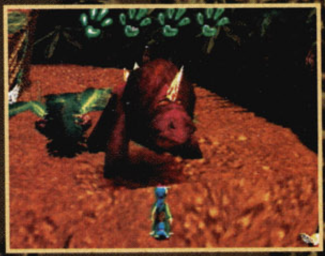
After you break the antenna, an alien ship arrives to take you to the silver remote. Jump on the ship.



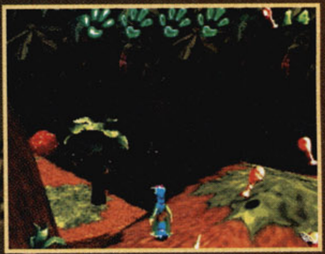
When the ship pulls up to the new platform, immediately jump onto it before the ship leaves. Run straight ahead, and after a few jumps, you'll see the silver remote.

PANGAEA 90210

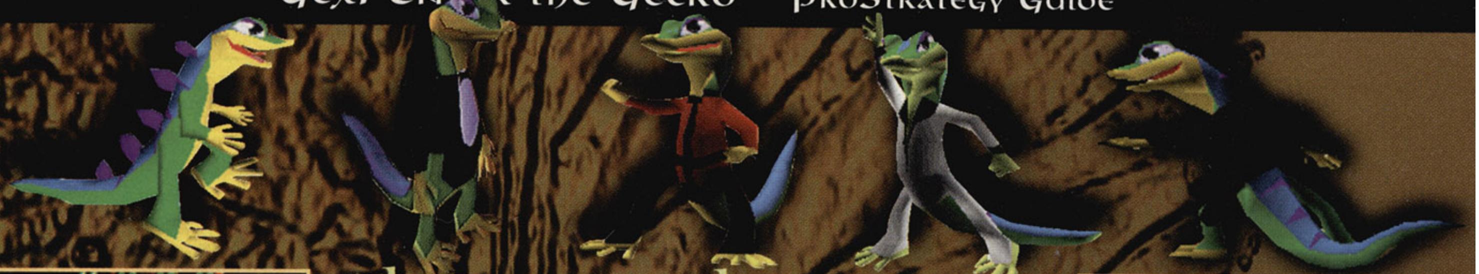
Silver Remote No. 7

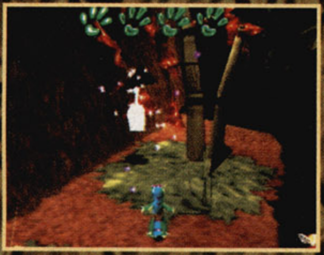


Run through the level until you reach the huge purple dino.



Jump onto the land bridge to the left and walk to the end of the path. Look down by where the boulders are falling and you'll see the silver remote.

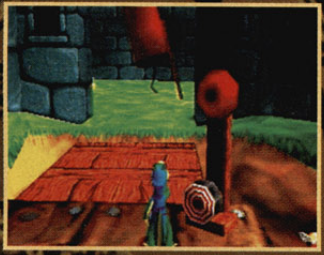




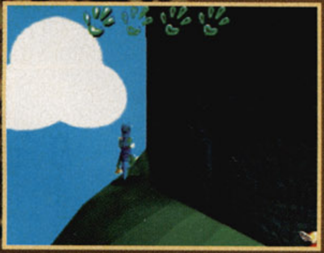
Leap down to the platform to grab the remote. But be careful—if you miss the platform, you'll slide all the way down the hill to where you started.

Fine Tuning

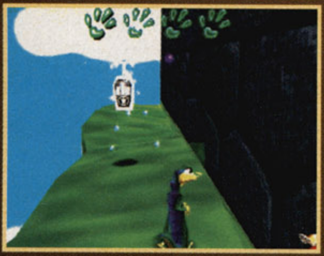
Silver Remote No. 8



Activate the drawbridge to the castle and walk across it.



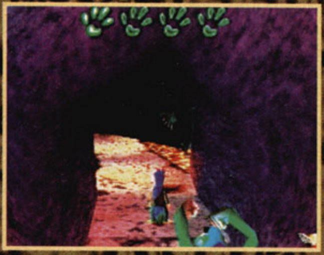
Instead of entering the castle, walk around the left side of it.



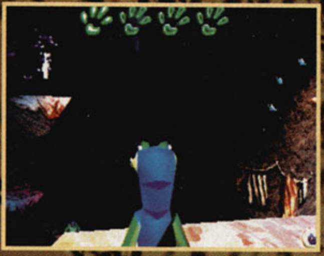
The silver remote is at the back of the castle.

This Old Cave

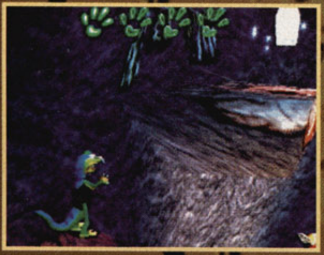
Silver Remote No. 9



Go through the stone arch to the steam-powered platforms.



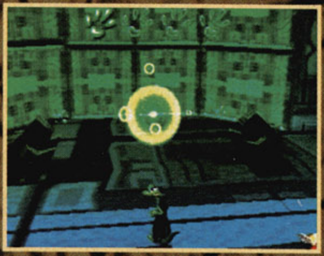
When you reach the top of the platforms, look to the right and you'll see the silver remote sitting on a platform above a cave monster.



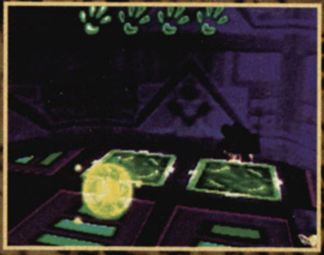
Make your way to the room's exit. Instead of exiting, however, jump to the right and land on the platform with the remote. Jump from the top-right of the exit's edge to make the leap easier.

Honey, I Shrunk the Gecko

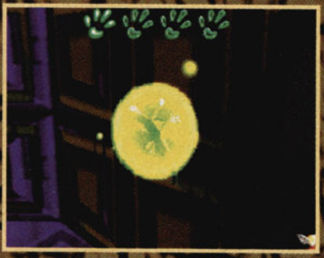
Silver Remote No. 10



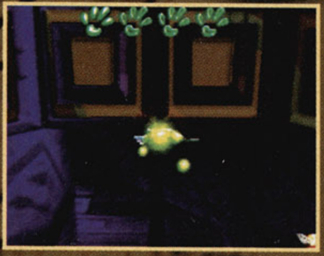
After reacing the level checkpoint, continue forward until you find the room with the charger that's surrounded by two robots.



Grab the charger and run to the left. When you reach the green launchers, jump onto them and propel yourself up onto the yellow face-stick path.



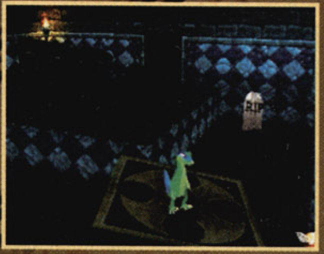
On the face-stick path, crawl upside down and head back underneath the tunnel you just ran through.



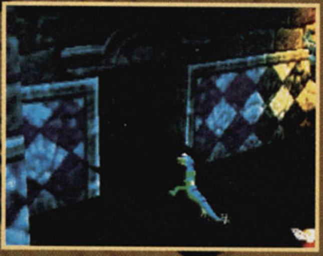
Crawl up into the secret room and grab the silver remote.

Poltergex

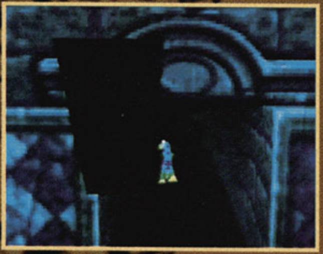
Silver Remote No. 11



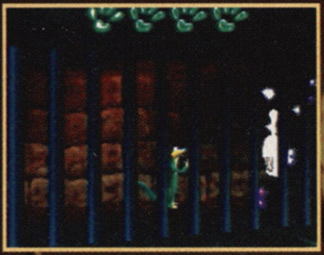
When you reach the room with the floating furniture, ride the table to the platform with the coffins on it.



Push all the coffins into their openings to unlock some of the cages in the room.



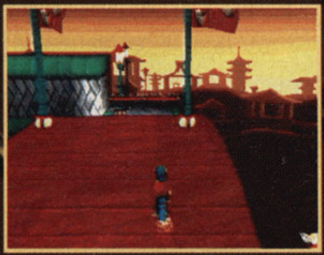
Ride the floating furniture to the cages that just opened and push the final coffin into its opening. This unlocks the cage with the silver remote.



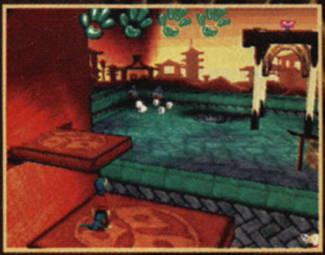
Jump over to the cage with the remote and enter through the opening to the left. Grab the silver remote.

SAMURAI NIGHT FEVER

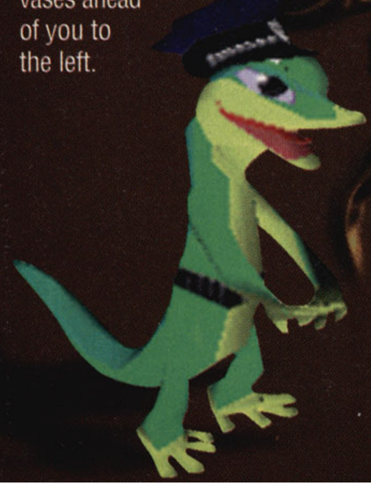
Silver Remote No. 12

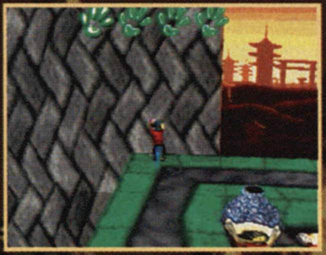


At the start of the level, turn around and run over the bridge directly behind you.

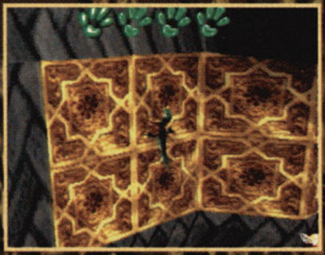


Kill the enemies and continue moving until you reach the hot coals. Jump across the moving platforms to make it safely over the fire, then run to the vases ahead of you to the left.

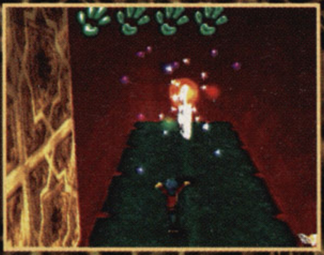




Jump onto the ledge in the corner by the vases and push against the wall.



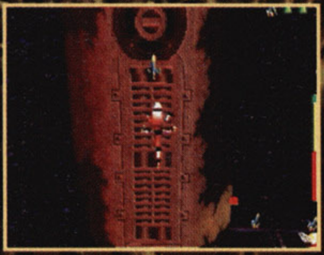
While against the wall, jump down and grip the face-stick surface directly below.



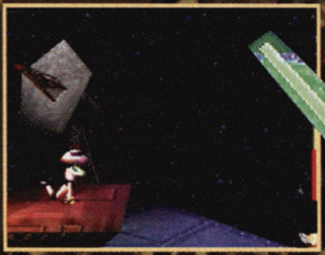
Crawl along the face-stick area into a secret room and grab the silver remote.

PAIN IN THE ASTEROIDS

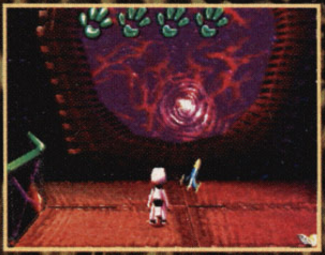
Silver Remote No. 13



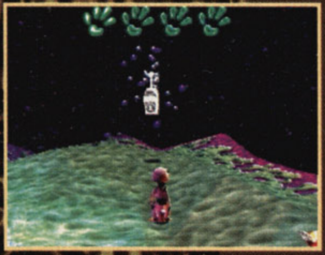
Run through the level until you reach the first face-stick tower.



Climb to the top of the tower, then jump onto the floating platform in front of you.



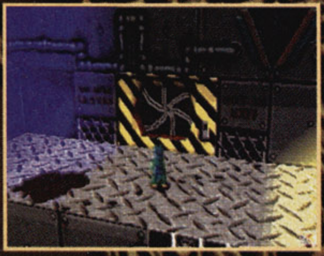
Ride the platform. When it reaches the top, jump off before it falls back to the bottom. Turn to the left and jump through the purple teleporter.



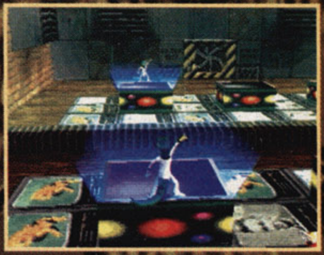
Walk past the air station and fight the enemy. When the enemy's defeated, run between the two towers ahead of you and grab the silver remote.

NO WEDDINGS AND A FUNERAL

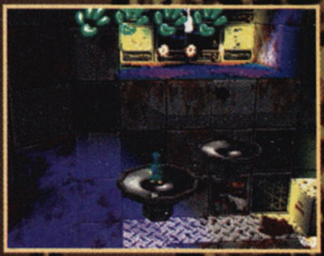
Silver Remote No. 14



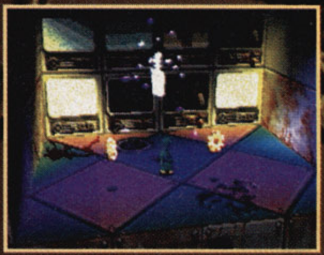
Jump across the speakers in the first room to reach the door.



Unlock the second room's door by jumping on the platforms in the correct order. Run through the door and into the third room.

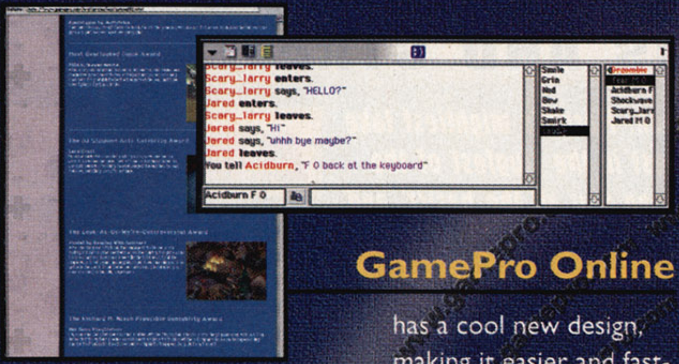


In the third room, jump up to the ramp and make your way to the floating speakers.

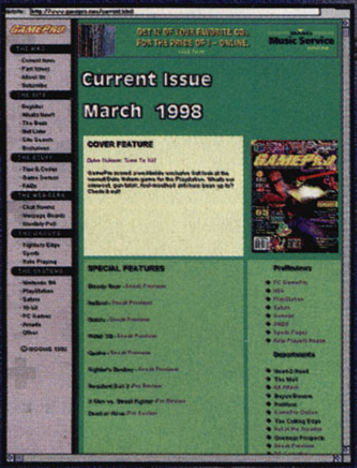


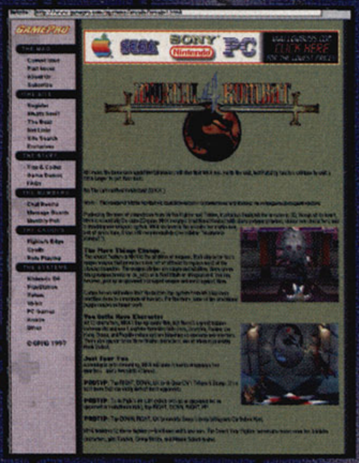
Jump across the speakers to the platform directly ahead. From the platform, use the same speakers (which are now hovering in a different direction) to jump to the right. Continue jumping until you reach the ledge that has the last silver remote.

GamePro Online Takes On A New Look!



Scary_larry leaves.
Scary_larry enters.
Scary_larry says, "HELLO?"
Jared enters.
Scary_larry leaves.
Jared says, "Hi"
Jared says, "uhhh bye maybe?"
Jared leaves.
You tell Acidburn, "F 0 back at the keyboard"





GamePro Online has a cool new design, making it easier and faster for you to get to the nitty-gritty interactive gaming information you're looking for to help you stay ahead of the pack.

Updated daily by the editorial experts of *GamePro* magazine, GamePro Online gives you everything you want and need to know about interactive gaming—all of the hottest PC, console, online, and arcade games; secret weapons and tactics; hundreds of Web links to game-related sites; and downloads of some of the coolest games around.

Check Out www.gamepro.com Today!

More Gameplay
More Tips and Codes
More Game News
More Options

GAMEPRO ON•LINE

www.gamepro.com

Chat Rooms & Message Boards: Talk to fellow gamers about what's hot and what's not. Get the latest tips and cheats and compare strategies to stay one step ahead of the rest.

Online Exclusives: Check out special game previews and field reports from the expert gamers—the *GamePro* editors. You won't find this hot information covered in *GamePro* magazine or anywhere else!

Game Demos: Test your PC gaming skills. Download the latest PC games and check 'em out before you buy!

Fighter's Edge: Improve your fighting strategy with comprehensive move lists, cheats, and tactics to help you conquer your opponent every time.

Sports: Check out the latest previews, reviews, and cheats for all of your favorite sports titles.

Role Play: Get the latest secret weapons and tactics for today's top role-playing games.

WWW.GAMEPRO.COM

LOG ON AGAIN FOR THE FIRST TIME!

GAMES.NET
THE IDG GAMES NETWORK

GamePro Online is now linked to www.games.net for even more great game news and downloads!

THE FIGHTER'S EDGE

GAME-WINNING COMBOS AND STRATEGIES

MARVEL VS. CAPCOM

CLASH OF SUPER HEROES

It had to happen: Marvel's mightiest take on Capcom's best in the slugfest of the century! We bring you all the basics, and show you all the super and special moves for the next big 2D Capcom brawler.

By Major Mike

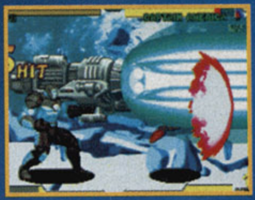
(Special thanks to Johnny Ballgame)

ARCADE

For More Marvel vs. Capcom secrets, see "SWATPro" in this issue!

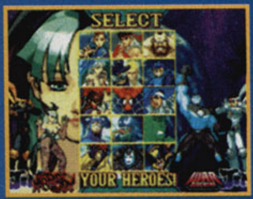
Basic Skills

Super Moves



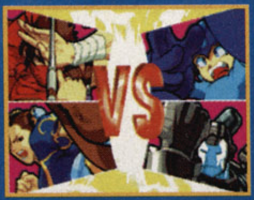
Just as in Marvel Super Heroes vs. Street Fighter, each fighter has a Super Bar consisting of three levels. You can increase your Super Bar by getting hit, hitting your opponent, and performing special moves. When the Super Bar reaches one of three levels, you can perform a super move. The Super Bar maxes out at Level Three.

Team Skills



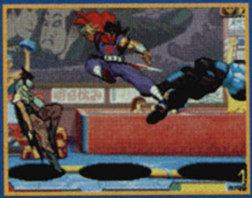
As in X-Men vs. Street Fighter and Marvel Super Heroes vs. Street Fighter, you can choose two fighters and switch between them during a match. In Marvel vs. Capcom, though, you can choose a third fighter called a Special Partner (see sidebar "Special Partners").

Switch Lead Fighter



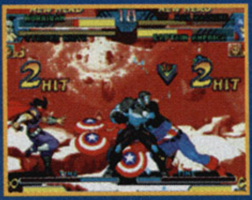
To switch your leadoff fighter, simultaneously press and hold (JP SP FP) at the matchup screen until the match begins.

Switch Players



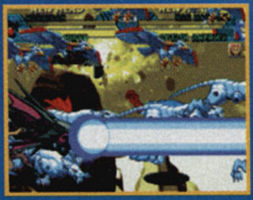
Tap (FP RK) to change characters during a fight. Injured players can restore some health while they're waiting on the sidelines.

Duo Team Attack



Motion ↓ ↙ ← (FP RK) to briefly control both fighters simultaneously during a fight.
Note: Your Super Bar must be at Level Two to perform this move.

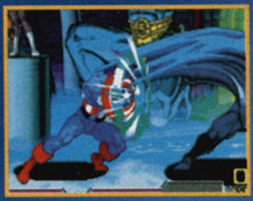
Team Super Move



To combine powers with your partner and unleash a Team Super Move, motion ↓ ↘ → (FP RK). You can do a Team Super Move only when your Super Bar is at Level Two or higher.

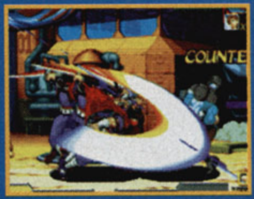
Counter Moves

Parrying



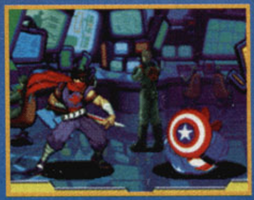
If your opponent is relentlessly attacking you, tap (→ JP SP FP) to deflect the attack and leave your opponent momentarily open to an attack. Parrying doesn't drain your Super Bar.

Crossover Counter



When your opponent comes in for an attack and you start your blocking animation, motion ← ↙ ↓ (FP RK). If you do this correctly, you'll change partners and immediately be on the offensive. Crossover Counters take one level off your Super Bar.

Throw Recovery



When you're thrown by your opponent, motion ← ↙ ↓ P before you land. If you do this correctly, you'll roll when you hit the ground and take less damage.

More Basics

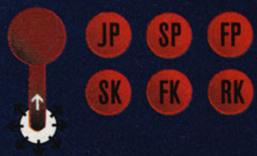
Dash

Tap (JP SP FP) or →, → to dash toward your opponent.

Retreat

Tap ←, ← to quickly step away from your opponent.

The Controls



P = Any Punch
JP = Jab Punch
SP = Strong Punch
FP = Fierce Punch

K = Any Kick
SK = Short Kick
FK = Forward Kick
RK = Roundhouse Kick

Charge = Hold the direction indicated for the number of seconds indicated.
Motion = Move the joystick in one smooth, continuous motion.
Tap = Tap the directions indicated in sequence.
★ = Designates a special or super move that can also be performed in the air.
( ) = Execute commands in parentheses simultaneously.

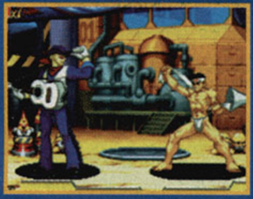
Note: All instructions assume that your character is facing to the right. If they're facing to the left, reverse any Toward and Away commands.

Super Jump

Tap ↓, ↑ or (SK FK RK) to jump high in the air. Some characters have special and super moves that can also be done in the air.

Note: Zangief can perform a super jump only by tapping ↓, ↑.

Taunts



Press the Start button anytime during a fight to taunt your opponent.

Note: Chun-Li can inflict damage with her taunt.

Pop-Up Move

Tap (JP SK) to pop your opponent into the air and set them up for an air-juggle combo.

Hit 'Em When They're Down

WINS 3
MAX COMBO 33
BEST TIME 0' 44" 59

After you beat your opponent's last fighter, immediately press Start to attack your defeated opponent.

Breaking Walls

Some stages have walls you can break through during a fight by repeatedly slamming an opponent against them.

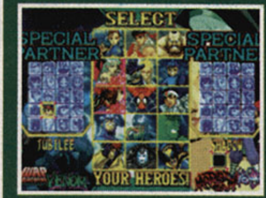
Special Partners

Tap (SP FK) to call a third partner onscreen to do a special move. You can use the Special Partner, however, only a limited number of times, according to the chart below.

Name	Attack	Times You Can Use
Anita	Item Assault	5
Arthur	Lance Throw	8
Colossus	Colossus Charge	5
Cyclops	Optic Blast	7
Devilot	Backfire Explosion	5
Iceman	Ice Drop	4
Jubilee	Fireworks	8
Juggernaut	Head Crush	3
Lou	Crossbow Binge	8
Magneto	E-M Disruptor	7
Miechele Hart	Rifle Assault	6
Psylocke	Psi Thrust	5
Pure & Fur	Dice Drop	5
Rogue	Punch Fury	6
Saki	Laser Gun	7
Shadow	Somersault Justice	3
Storm	Typhoon	6
Thor	Thunder Strike	7
Ton Pu	Arc Kick	9
U.S. Agent	Charging Star	5
Unknown Soldier	Assault Rifle	4

Hidden Special Partners

Shadow



After selecting your two main fighters, press and hold Start and simultaneously press (JP FK FP) to select the hidden character Shadow as your third partner.

Sentinel

After selecting your two main fighters, press and hold Start and simultaneously press (SP FK FP) to select the hidden character Sentinel as your third partner.

Hidden Battles

HERE COMES A NEW CHALLENGER!

In a one-player game, you fight seven teams before the last boss, Onslaught. You can also fight hidden teams if you satisfy the conditions below. First, however, you must win each match without either of your fighters being defeated.

Note: You will always fight the hidden team before the seventh stage.

Fight Gold Hulk

Witness the might of Onslaught unleashed!

To fight Gold Hulk, you must:

1) Finish two matches and defeat the second fighter with any super move.

2) Finish two matches and defeat the second fighter with any Team Super Move.

Fight Roll

To fight Roll, you must:

1) Finish five matches in a row, defeating the second fighter with a Duo Team Attack.

2) Use your Special Partner for an attack at least once during each fight.

Final Battle

Onslaught

Half Sentinel, half Magneto, and all destruction, the final boss, Onslaught, attacks in two stages.

First Stage

Onslaught teleports around the screen, stopping only to fire a gigantic laser, charge you, or nail you with Magneto's Shock Wave, Hyper Grab, or Magnetic Tempest. The Hyper Grab can't be blocked, but it can be stopped if you hit it with a special move (like a fireball). Onslaught's attacks inflict a great deal of damage—even when blocked.

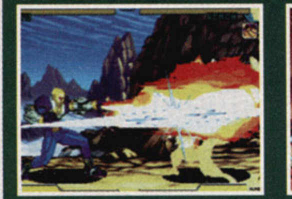
Second Stage

Onslaught's second form takes up half the screen. This time he's equipped with a ground laser, Hyper Grab, and, of course, his "mighty hand."

Captain Commando

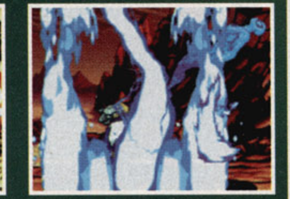
Special Moves

Wrist Flame*



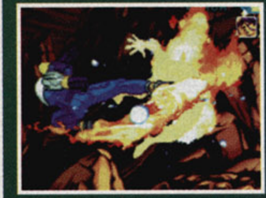
Motion ↓ ↘ → P

Ground Spark



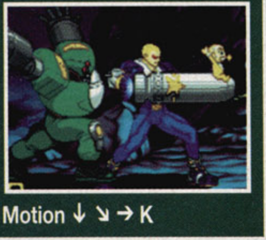
Motion ↓ ↙ ← P

Spin Kick



Motion ↓ ↙ ← K

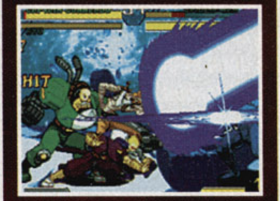
Teammate Help



Motion ↓ ↘ → K

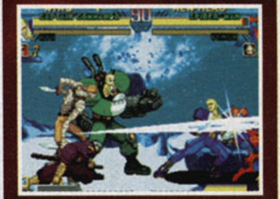
Super Moves

Captain Sword



Motion ↓ ↘ → (P P)

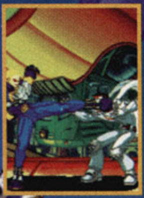
Captain Storm



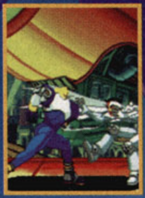
Motion ↓ ↘ →(K K)

Devastating Combo

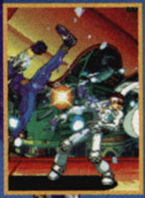
Four-Hit Spark



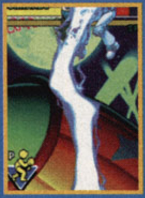
Tap SK



Tap SP



Tap RK

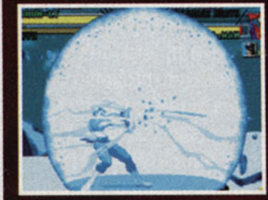


Motion ↓ ↙ ← FP

Chun-Li

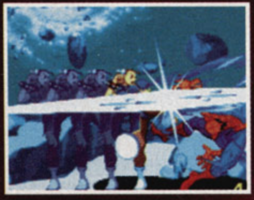
Super Moves

Kikou-Shou



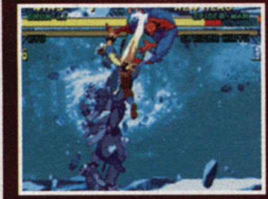
Motion ↓ ↘ → (P P)

Senretsu Kyaku



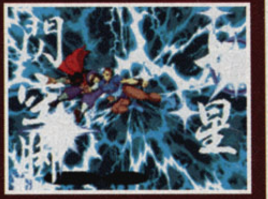
Motion ↓ ↘ → (K K)

Hazan Tenshou-Kyaku



Motion → ↓ ↘ (K K)

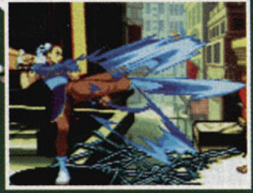
Shichisei Senkuu-Kyaku



While in the air, motion ↓ ↘ → (K K)

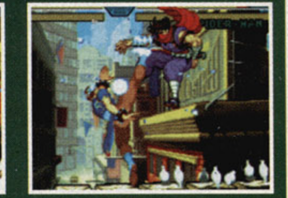
Special Moves

Lightning Kicks*



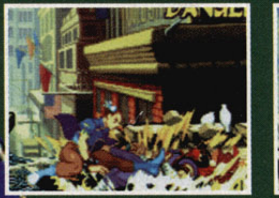
Tap K rapidly

Spinning Kick



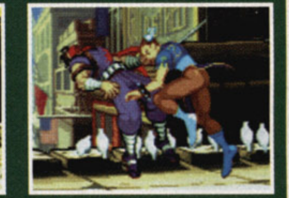
Motion → ↓ ↘ K

Overhead Kick



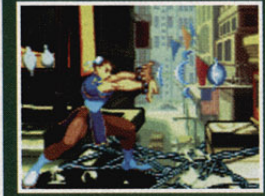
Motion → ↘ ↓ ↙ ← K

Flip Kick



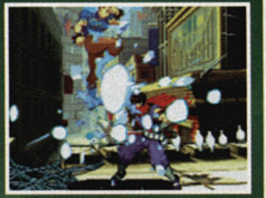
Hold ↘, tap RK

Fireball



Motion ← ↙ ↓ ↘ → P

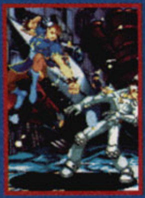
Heel Kick



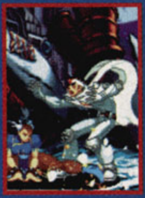
While in the air, hold ↓, tap FK

Devastating Combo

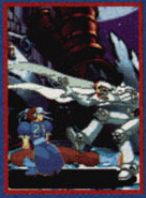
Nine-Hit "THB" Special



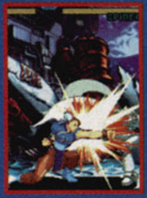
Jump in deep, tap FP



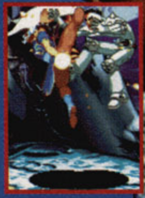
Hold ↓, tap SK



Hold ↓, tap FK



Hold ↓, tap FP



Motion → ↓ ↘ RK for five hits

Ryu

Special Moves

Fireball*

Motion ↓ ↘ → P

Dragon Punch

Motion → ↓ ↘ P

Hurricane Kick*

Motion ↓ ↙ ← K

Super Moves

Mimic Ken

Motion ↓ ↙ ← SP

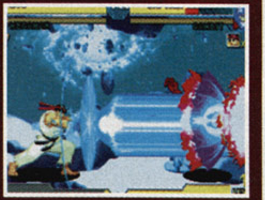
Shin Shoryuu-Ken

Motion → ↓ ↘ (P P)

Evil Ryu Transformation

Motion ↓ ↙ ← FP

Shinkuu Hadou-Ken*



Motion ↓ ↘ → (P P)

Shinkuu Tatsumaki Senpuu-Kyaku

Motion ↓ ↙ ← (K K)

Evil Ryu

These moves can be performed only after you do the Evil Ryu Transformation move as Ryu or Mimic Ken.

Special Moves

Fireball*
Motion ↓ ↘ → P

Dragon Punch
Motion → ↓ ↘ P

Hurricane Kick*
Motion ↓ ↙ ← K

Teleport
Motion → ↓ ↘ (JP SP FP) or (SK FK RK), or motion ← ↓ ↙ (JP SP FP) or (SK FK RK)

Diving Kick

While in the air, motion ↓ ↘ → RK

Super Moves

Messatsu Gou-Hado
Motion ↓ ↙ ← (P P)

Tenma Gou-Zankuu
While in the air, motion ↓ ↘ → (P P)

Messatsu Gou-Shouryuu
Motion ↓ ↘ → (P P)

Shin Goku Satsu
Tap JP, JP, →, SK, FP
Note: Your Super Bar must be at Level Three.

Ryu Transformation
Motion ↓ ↙ ← JP

Mimic Ken
Motion ↓ ↙ ← FP

Mimic Ken

These moves can be performed only after you do the Mimic Ken move as Ryu or Evil Ryu.

Special Moves

Fireball*
Motion ↓ ↘ → P

Dragon Punch*
Motion → ↓ ↘ P

Hurricane Kick*
Motion ↓ ↙ ← K

Super Moves

Shippuu Jinrai-Kyaku
Motion ↓ ↙ ← (K K)

Evil Ryu Transformation
Motion ↓ ↙ ← FP

Shoryuu-Reppa
Motion → ↓ ↘ (P P)

Ryu Transformation

Motion ↓ ↙ ← JP

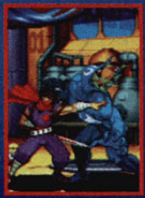
Shinryuu Ken

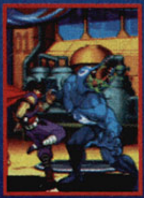
Motion → ↓ ↘ (K K)

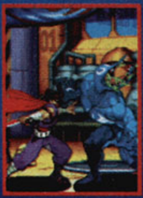
Strider Hiryu

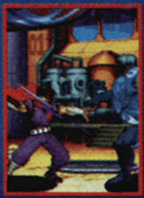
Devastating Combo

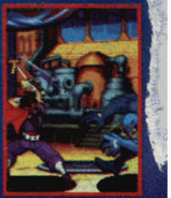
Five-Hit Slash


Tap JP


Tap SK

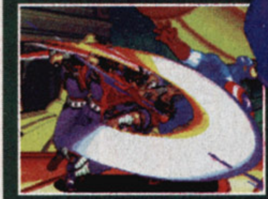

Tap FK


Hold →, tap FP

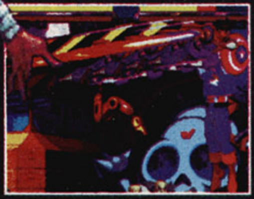

Hold →, tap RK

Special Moves

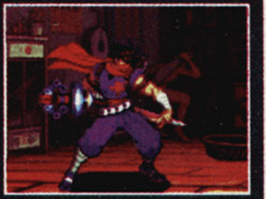
Sword Slash


Motion ↓ ↘ → P

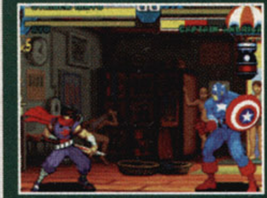
Flying Slash


While in the air, motion ↓ ↘ → P or K

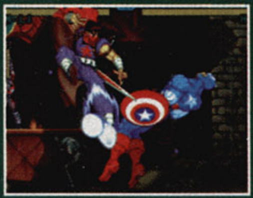
Ouroboros Charge


Charge ← two seconds, tap (→ P)

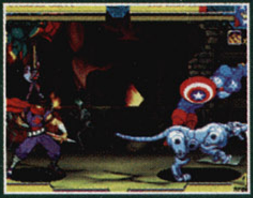
Bomb Drop


Charge ← two seconds, tap (→ K)

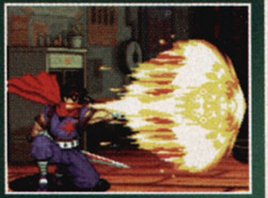
Teleport Kick


Motion ↓ ↙ ← K

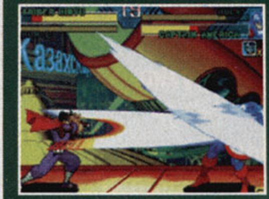
Legion Charge


Motion ↓ ↘ → K

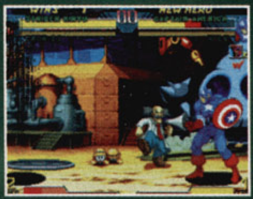
Ouroboros Fire*


After the Ouroboros Charge, charge ← two seconds, tap (→ P)

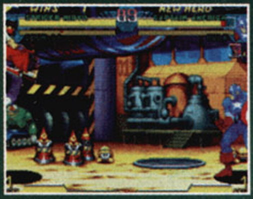
Straight Slash


Motion → ↓ ↘ P or K

Teleport

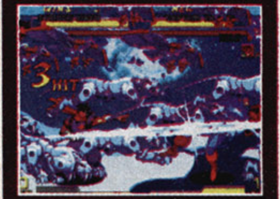

Motion ← ↓ ↙ P or K

Wall Grab

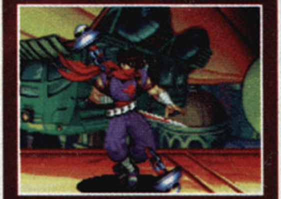

Motion ↓ ↙ ← P

Super Moves

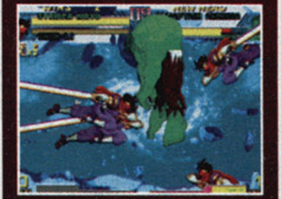
Legion


Motion ↓ ↘ → (K K)

Ouroboros


Motion ↓ ↘ → (P P)

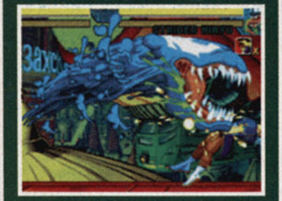
Ragarnok


Motion → ↓ ↘ (P P)

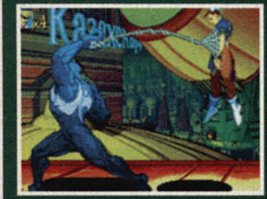
Venom

Special Moves

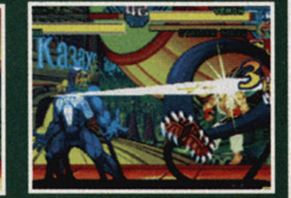
Venom Fang*


Motion ↓ ↘ → P

Web Throw

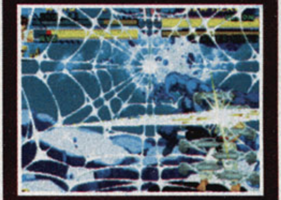

Motion → ↘ ↓ ↙ ← P

Venom Rug

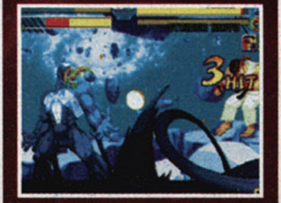

Motion ↓ ↘ → K

Super Moves

Venom Web


Motion ↓ ↘ → (P P)

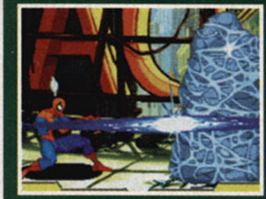
Death Bite


Motion ↓ ↘ → (K K)

Spider-Man

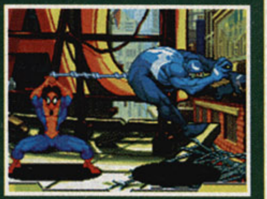
Special Moves

Web Ball*



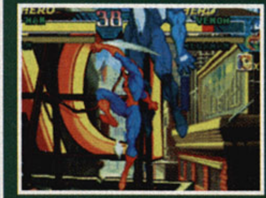
Motion ↓ ↘ → P

Web Throw



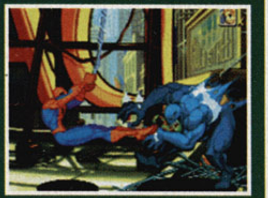
Motion → ↘ ↓ ↙ ← P

Spider Sting



Motion → ↓ ↘ P

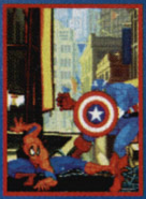
Web Swing*



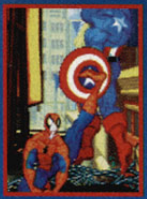
Motion ↓ ↙ ← K

Devastating Combo

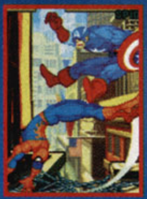
Four-Hit "WSBS" Combo



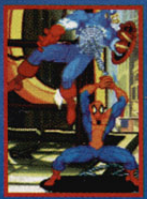
Hold ↓, tap SK



Hold ↓, tap FK



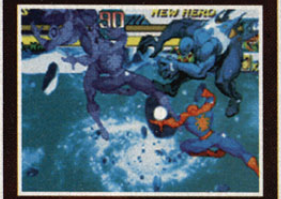
Tap RK



Motion ↓ ↙ ← JP

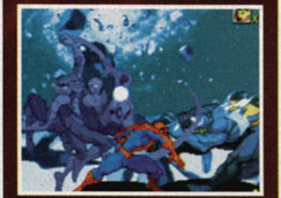
Super Moves

Maximum Spider*



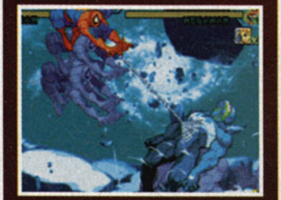
Motion ↓ ↘ → (P P)

Crawler Assault



Motion ↓ ↘ → (K K)

Ultimate Web Throw

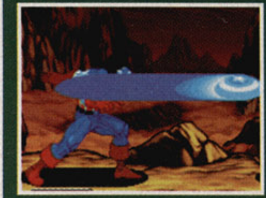


Motion ↓ ↙ ← (P P)

Captain America

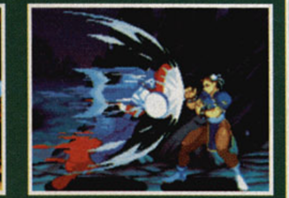
Special Moves

Shield Slash*



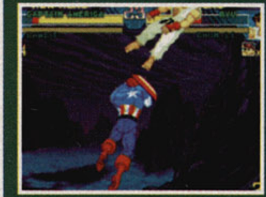
Motion ↓ ↘ → P

Charging Star



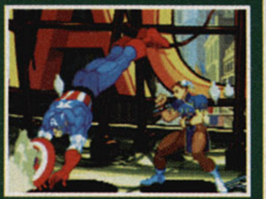
Motion ↓ ↘ → K

Stars & Stripes



Motion → ↓ ↘ P

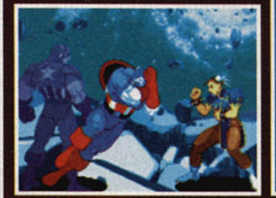
Somersault



Motion → ↘ ↓ ↙ ← P

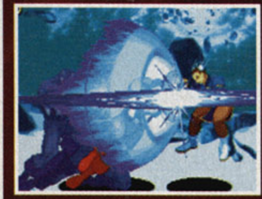
Super Moves

Final Justice



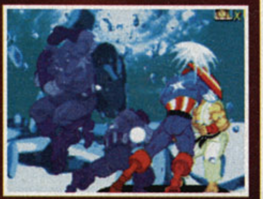
Motion ↓ ↘ → (P P)

Hyper Charging Star



Motion ↓ ↘ → (K K)

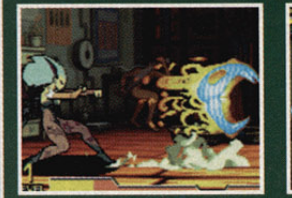
Hyper Stars & Stripes



Motion → ↓ ↘ (P P)

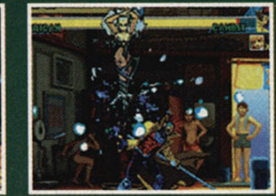
Special Moves

Fire Bat*



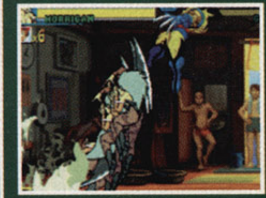
Motion ↓ ↘ → P

Diving Spike



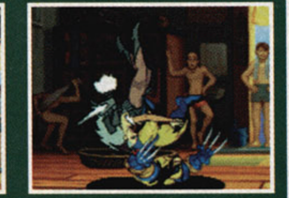
While in the air, hold (↓ RK)

Shining Blade*



Motion → ↓ ↘ P

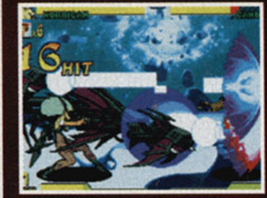
Spinning Slam



When in close to an opponent, motion → ↘ ↓ ↙ ← P

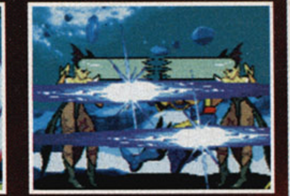
Super Moves

Soul Eraser



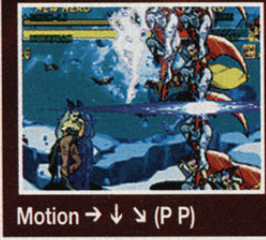
Motion ↓ ↘ → (P P)

Darkness Illusion*



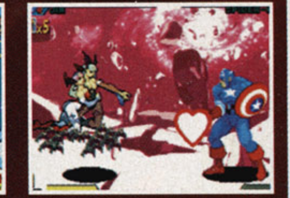
Motion ↓ ↘ → (K K)

Silhouette Eraser



Motion → ↓ ↘ (P P)

Eternal Slumber

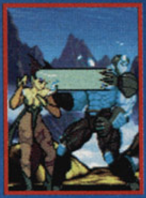


Tap JP, FK, ←, SP, RK

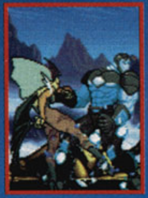
Note: Your Super Bar must be at Level Three.

Devastating Combo

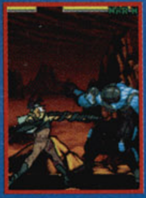
Five-Hit Wing Smash



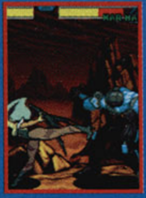
Tap JP



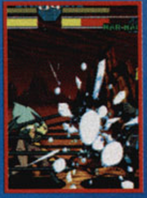
Tap SK



Hold →, tap SP



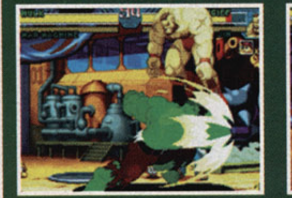
Hold →, tap FK



Hold →, tap FP

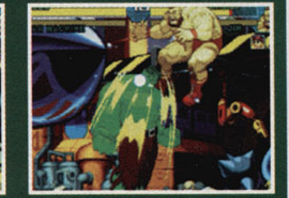
Special Moves

Horizontal Gamma Charge



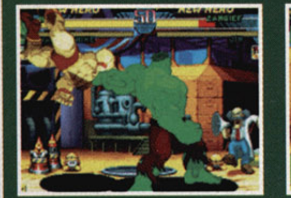
Charge ← two seconds, tap (→ K)

Vertical Gamma Charge



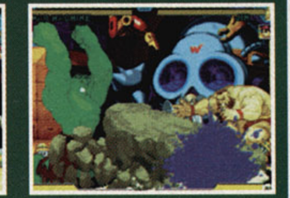
Charge ↓ two seconds, tap (↑ K)

Grab and Throw



Motion → ↘ ↓ ↙ ← P

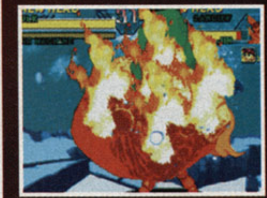
Ground Rip



Motion ↓ ↘ → P

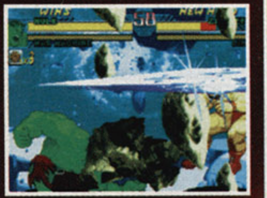
Super Moves

Gamma Crush



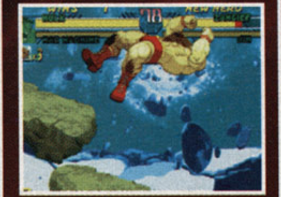
Motion ↓ ↙ ← (P P)

Gamma Quake



Motion ↓ ↘ → (K K)

Mega Ground Rip



Motion ↓ ↘ → (P P)

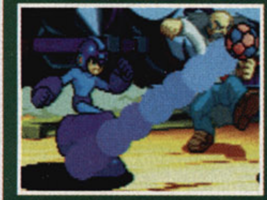
Mega Man

Special Moves

Fire Weapon

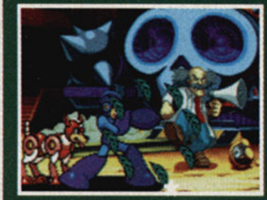
Note: The following moves will work only after you select the Rock Ball, Tornado Hold, or Leaf Shield weapon.

Rock Ball



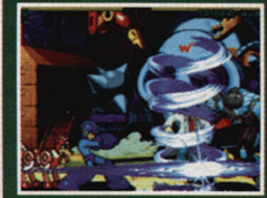
Motion ↓ ↘ → P, tap K

Leaf Shield



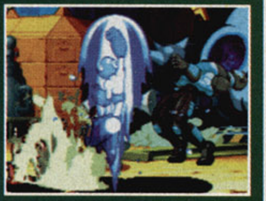
Motion ↓ ↘ → P, tap P

Tornado Hold



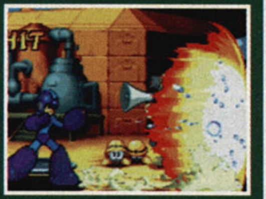
Motion ↓ ↘ → P

Mega Uppercut



Motion → ↓ ↘ P

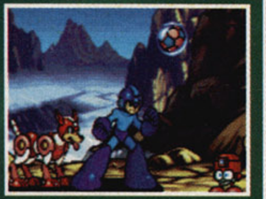
Mega Buster



Charge FP, release FP

Note: The longer you charge FP, the more powerful the Mega Buster shot will be.

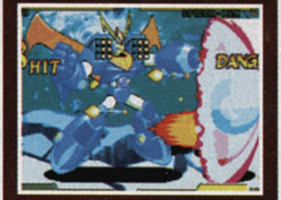
Change Weapon



Motion ↓ ↙ ← SK (Rock Ball), FK (Tornado Hold), or RK (Leaf Shield)

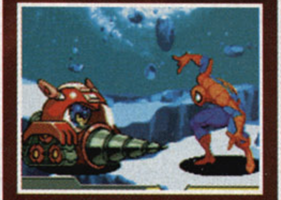
Super Moves

Hyper Mega Man



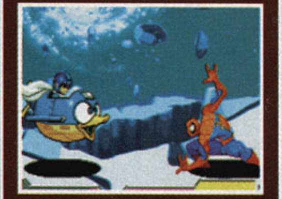
Motion ↓ ↘ → (P P)

Rush Drill



Motion ↓ ↘ → (K K)

Beat Plane



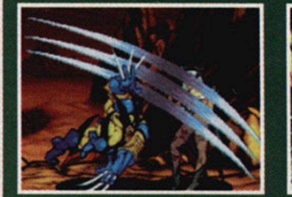
Motion ↓ ↙ ← (K K)

Note: Tap Kick to drop bombs and Punch to fire the machine gun.

Wolverine

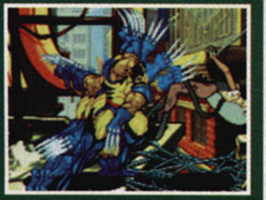
Special Moves

Berserker Barrage



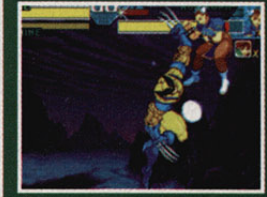
Motion ↓ ↘ → P

Shadow Slash



Motion ↓ ↙ ← P

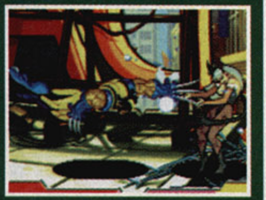
Tornado Claw



Motion → ↓ ↘ P

Note: If you connect, continue tapping P to chain the move into multiple hits.

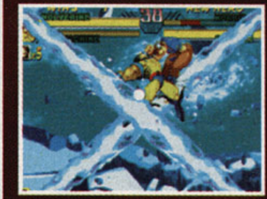
Drill Claw *



Tap (SK SP) and move the joystick in the direction you want to attack

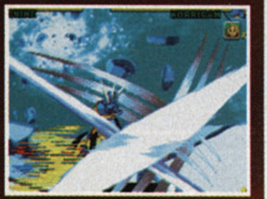
Super Moves

Fatal Claw



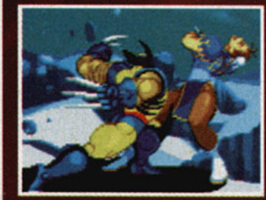
Motion → ↓ ↘ (K K)

Berserker Barrage X



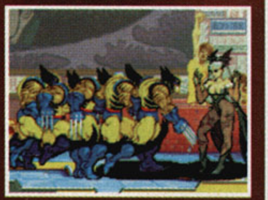
Motion ↓ ↘ → (P P)

Weapon X



Motion → ↓ ↘ (P P)

Berserker Rage



Motion ↓ ↙ ← (P P)

Zangief

Special Moves

Spinning Lariat*

Tap (JP SP FP) or (SK FK RK)

Elbow Drop

While in the air, tap (↓ SP)

Running Body Press

Motion ← ↙ ↓ ↘ → K

Glowing Backhand

Motion → ↓ ↘ P

Dashing Grab

Tap →, →

Note: After the Grab, tap SP or FP to throw your opponent; or tap FK or RK to bite them.

Rising Grab

Motion → ↓ ↘ K

Standing Elbow Drop

Tap (→ SP)

Atomic Buster*

Starting from →, rotate the joystick 360 degrees once, and tap any P

Super Moves

Evil Zangief Transformation

Motion ← ↓ ↙ SK

Final Atomic Blaster

Starting from →, rotate the joystick 360 degrees once, and tap (P P)

Evil Zangief

These Special and Super Moves can be performed only after you do the Evil Zangief Transformation move.

Special Moves

Standing Elbow Drop
Tap (→ SP)

Atomic Buster*
Starting from →, rotate the joystick 360 degrees once, and tap P

Running Body Press
Motion ← ↙ ↓ ↘ → K

Elbow Drop
While in the air, tap (↓ SP)

Rising Grab
Motion → ↓ ↘ K

Flamethrower
Motion ↓ ↘ → P

Spinning Lariat*
Tap (JP SP FP) or (SK FK RK)

Dashing Grab
Tap →, →
Note: After the Grab, tap SP or FP to throw your opponent; or tap FK or RK to bite them.

Super Moves

Zangief Transformation
Motion ← ↓ ↙ SK

Final Atomic Blaster
Starting from →, rotate the joystick 360 degrees once, and tap (P P)

Jin

Special Moves

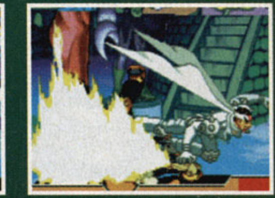
Cyclone

Charge ← two seconds, tap (→ P)

Ground Explosion

Charge ↓ two seconds, tap (↑ P)

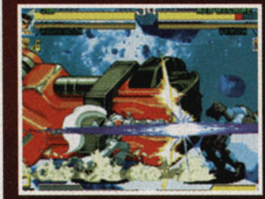
Triangle Throw



Motion → ↘ ↓ ↙ ← K

Super Moves

Blodia Punch



Motion ↓ ↘ → (P P)

Blodia Vulcan

Motion ↓ ↙ ← (P P)

Great Cyclone

Motion ↓ ↘ → (K K)

Devastating Combo

Four-Hit Corner Trap

Note: Your opponent must be in the corner to do this combo.

Jump in deep, hold ↓, tap JP

While still in the air, hold ↓, tap SP

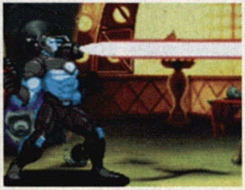
Hold ↓, tap SP

Tap (↑ FP)

War Machine

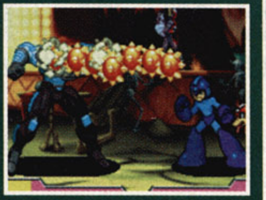
Special Moves

Solar Cannon*



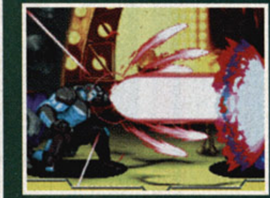
Motion ↓ ↘ → P

Smart Bomb*



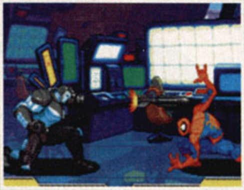
Tap (SK SP)

Low Solar Cannon



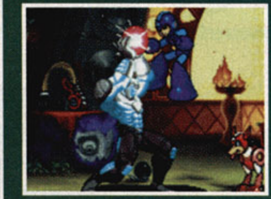
Motion ↓ ↘ → K

Low Missile



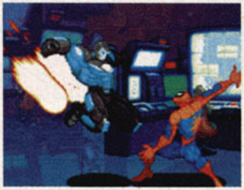
Hold ↓, tap FP

Repulsor Blast



Motion → ↘ ↓ ↙ ← P

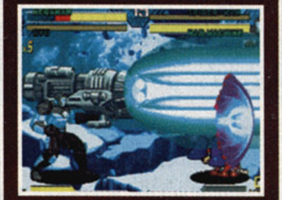
Knee Press



While in the air, tap (↓ FK)

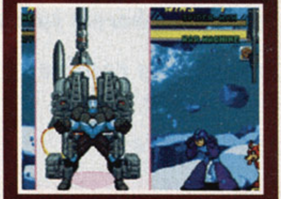
Super Moves

Proton Cannon



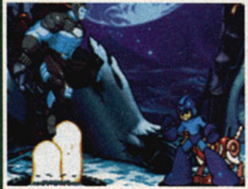
Motion ↓ ↘ → (P P)

War Destroyer



Motion ↓ ↘ → (K K)

Fly*



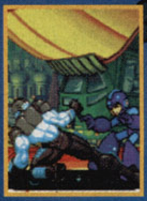
Motion ↓ ↙ ← K

Note: Repeat the move to stop flying. You can't block while flying.

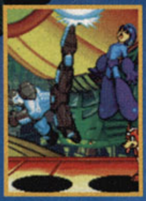
Devastating Combo

Eleven-Hit Destroyer

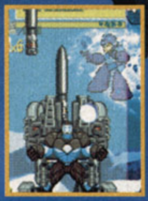
Note: Your Super Bar must be at Level One.



Hold ↓, tap SK



Tap RK

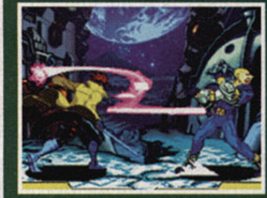


Motion ↓ ↘ → (K K) for nine hits

Gambit

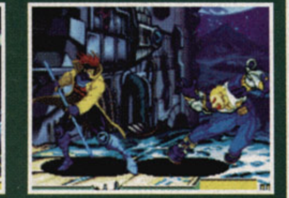
Special Moves

Kinetic Card*



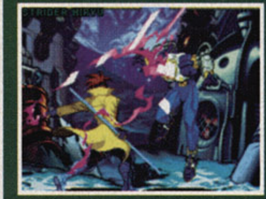
Motion ↓ ↘ → P

Cajun Slash



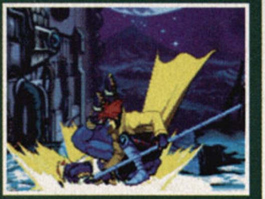
Motion → ↓ ↘ P

Trick Card



Motion ↓ ↙ ← P

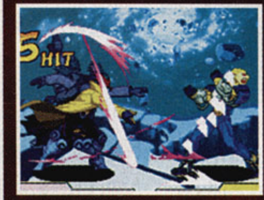
Cajun Strike



Charge ↓ two seconds, tap (↑ P) or (↑ K)

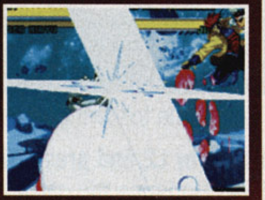
Super Moves

Royal Flush



Motion ↓ ↘ → (P P)

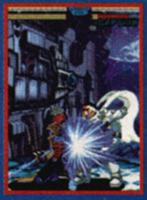
Cajun Explosion



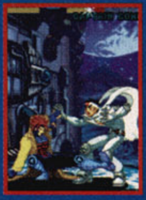
Motion ↓ ↘ → (K K), or motion ↓ ↙ ← (K K)

Devastating Combo

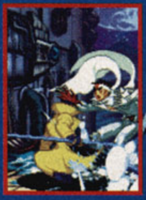
Five-Hit Cajun Slash



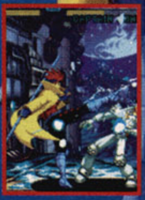
Hold ↓, tap JP



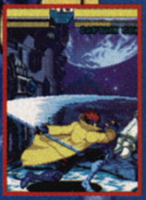
Hold ↓, tap SK



Hold ↓, tap FK



Tap RK



Motion → ↓ ↘ P

S.W.A.T.PRO

Video Game Strategies, Weapons, and Tactics

Reader Tip of the Month!

Submit your hottest SWATPro tips! Each month, the reader with the winning tip will receive their choice of controller by ASCIIWARE, which features high-quality game peripherals such as the ASCII Grip!

Runners-up receive a GamePro T-shirt.

Send tips to:

GamePro Magazine
Secret Weapons,
P.O. Box 5828,
San Mateo, CA 94402

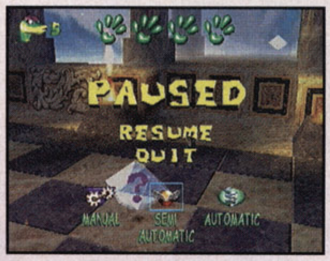
Please include your name, address, and phone number so we can award you your prize.

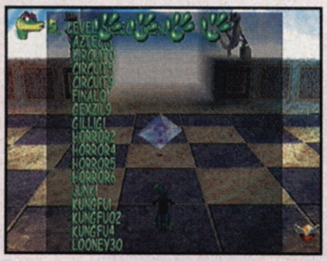
or e-mail to:
swat.gamepro@gamepro.com

PlayStation

Gex: Enter the Gecko

Level Select, One-Liners, and Timer Cheat


PAUSED
RESUME
QUIT
MANUAL
SEMI AUTOMATIC
AUTOMATIC


LEVEL
AZTEC
CIRCUIT0
CIRCUIT4
CIRCUIT9
FINAL0
GEXZIL9
GILLIG1
HORROR2
HORROR4
HORROR5
HORROR6
JUNK1
KUNGFU1
KUNGFU02
KUNGFU4
LOONEY30

Pause the game and enter any of the following codes:

Level Select: **Press and hold R2 or L2 and press Right, Right, Left, Right, △, Down, Right.** Unpause the game and **press Select** to bring up a level-select menu.

One-Liners: **Press and hold R2 or L2 and press △, Left, ○, Up, Down.** Unpause the game and **press Select** to make Gex crack a joke.

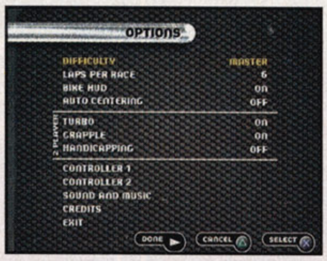
Timer Cheat: **Press and hold R2 or L2 and press Right, △, Right, Left, △, ×.** Enter the Game Stats menu, and **press □** to automatically receive the best time for any level.

PlayStation

GamePro Reader Tip of the Month

Jet Moto 2

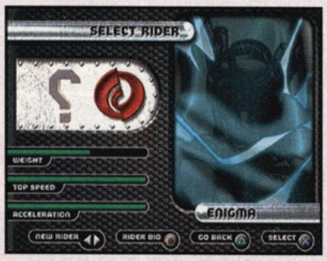
Race as Enigma and Access All Tracks


OPTIONS

DIFFICULTY MASTER
LAPS PER RACE 6
BIKE HUD ON
AUTO CENTERING OFF
2 PLAYER
TURBO ON
GRAPPLE ON
HANDICAPPING OFF
CONTROLLER 1
CONTROLLER 2
SOUND AND MUSIC
CREDITS
EXIT

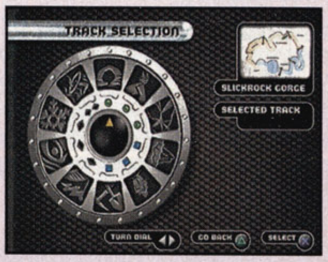
DONE
CANCEL
SELECT

Jet Moto 2
1 PLAYER
HEAD TO HEAD
LOAD GAME
TROPHY CASE
OPTIONS
TM AND © 1997 SONY COMPUTER ENTERTAINMENT AMERICA INC.


SELECT RIDER
WEIGHT
TOP SPEED
ACCELERATION
ENIGMA
NEW RIDER
RIDER BIO
GO BACK
SELECT

Race as Enigma: At the title screen, select Options and set the Difficulty to Master and the Laps Per Race to 6. **Press Start** to return to the title screen. At the title screen, **press Left, □, Down, △, Right, ○, L1, R1**. Start a one-player race, and at the Select Rider screen, cycle through all the characters until you find Enigma.

SELECT RIDER
WEIGHT
TOP SPEED
ACCELERATION
BOMBER
NEW RIDER
RIDER BIO
GO BACK
SELECT

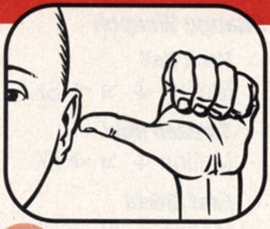

TRACK SELECTION
SLICKROCK GORGE
SELECTED TRACK
TURN DIAL
GO BACK
SELECT

Access All Tracks: At the title screen, select Options and set the Laps Per Race to 5. **Press Start** to return to the title screen. At the title screen, highlight 1 Player and **press** ×. At the Select Rider screen, select Li'l Dave and **press** ×. Return to the title screen, and **press Up, Down, Left, Right, R2, R1, L2, L1.** Now select Options and set the Laps Per Race to 3. **Press Start** to return to the title screen. At the title screen, highlight 1 Player and **press** ×. At the Select Rider screen, select Wild Ride and **press** ×. Return to the title screen, and **press Up, Left, Down, Right, □, R2, ○, L2**. Select Options and set the Difficulty to Amateur and the Turbo to Off. **Press Start** to return to the title screen. Highlight 1 Player and **press** ×. At the Select Rider screen, select Bomber and **press** ×. Return to the title screen and **press Up, Down, Left, Right, Up, Down, Left, Right**. Select Options and set the Difficulty to Professional and the Turbo to On. Return to the title screen and **press R2, R1, L1, L2, R2, R1, L1, L2**. If you entered the code correctly, you should hear a chime. When you start a one-player, Single Track game, you can race on all 10 courses.

Azizul Rahman
via Internet

Respected coach and video gameologist Tom "The Thumb" Blake says winners are always safe players and safe players are always winners. That's why Coach Blake recommends

Thumb Safety.



1. Never use your thumb for probing the inner ear. Doing so greatly increases your risk of getting ear wax all over your gear.

2. Hammers and thumbs just don't go together. You should always avoid using them on your thumbs. Or your opponents.

3. Electrical outlets are a great place to plug in your machine, but a bad place to stick your thumb. Remember electricity (and your thumbs) can be your best friend.

Coach Blake also says that if you're not playing these new games by Psygnosis, you're just twiddling your thumbs. Pick them up at Target for the amazingly low price of just

$39.99

PlayStation
RASCAL
EVERYONE
PSYGNOSIS

PlayStation
SHADOW MASTER
TEEN
PSYGNOSIS

PlayStation
NEWMAN HAAS RACING
a winning indy car tradition
EVERYONE
PSYGNOSIS

Get into the game.

TARGET COUPON | **EXPIRES 6/1/98**

$5 off

Newman Haas Racing,
Shadow Master, and Rascal.

PlayStation
RASCAL
SHADOW MASTER
NEWMAN HAAS RACING

Limit one item per coupon, one coupon per guest. Reproductions not accepted. Offer good while quantities last. Void where prohibited by law. No cash value.
Cashier: Scan product, then scan coupon.

TARGET

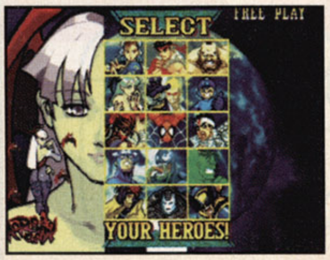
5 85239 23674 6 (8101)0 00236 0698

Arcade

Marvel vs. Capcom

Hidden Fighters Plus Their Special and Super Moves

At the Select Your Heroes screen, enter any of the following codes to play as these hidden fighters. The codes are the same for both players.



NEW HERO
NEW HERO
86

Morrigan/Lilith: Put the cursor on Zangief and **press Left, Left, Down, Down, Right, Right, Up, Up, Down, Down, Down, Down, Left, Left, Up, Up, Up, Up, Right, Left, Down, Down, Down, Down, Right, Right, Up, Up, Up, Up, Left, Left, Down, Down, Down, Down, Right, Down.** If you entered the code correctly, you should land on a new box under War Machine. Put the cursor on this new box, then **press any Punch or Kick button** to play as Morrigan/Lilith.

Special Moves

Diving Spike
While in the air, hold (↓ RK)

Heart Fire
Motion ↓ ↘ → P
Note: This move can also be performed in the air.

Shadow Blade
Motion → ↓ ↘ P

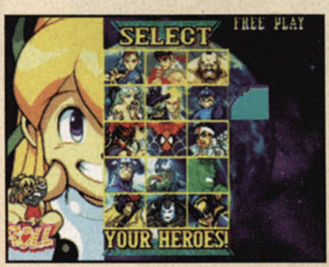
Spinning Slam
When in close to an opponent, motion → ↘ ↓ ↙ ← P

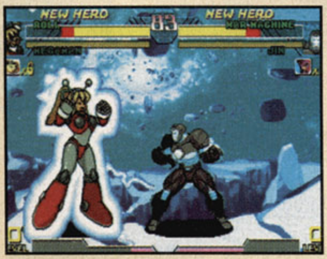
Super Moves

Brilliant Shower
Motion ↓ ↘ → (P P)

Splendor Love
Motion → ↓ ↘ (P P)

Luminous Illusion
Motion ↓ ↘ → (K K)
Note: This move can also be performed in the air.





Roll: Put the cursor on Zangief and **press Left, Left, Down, Down, Right, Right, Down, Down, Left, Left, Up, Right, Up, Up, Right, Right.** If you entered the code correctly, you should land on a new box to the right of Mega Man. Put the cursor on this new box, then **press any Punch or Kick button** to play as Mega Man's little friend, Roll.

Special Moves

Buster Shot
Motion ↓ ↘ → P
Note: This move can also be performed in the air.

Deadly Bouquet
Motion ↓ ↙ ← P
Note: This move can also be performed in the air.

For strategy on other Marvel vs. Capcom fighters and more secrets, check out "The Fighter's Edge" in this issue!

Roll's Special Moves (con't)

Change Weapon

Rock Ball
Motion ↓ ↘ → SK

Tornado Hold
Motion ↓ ↘ → FK

Leaf Shield
Motion ↓ ↘ → RK

Fire Weapon
Note: The following moves will work only after you select the Rock Ball, Tornado Hold, or Leaf Shield weapon.

Rock Ball
Motion ↓ ↘ → K, tap K

Tornado Hold
Motion ↓ ↘ → K

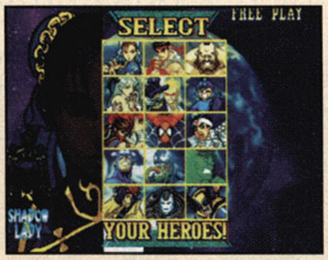
Leaf Shield
Motion ↓ ↘ → K, tap K

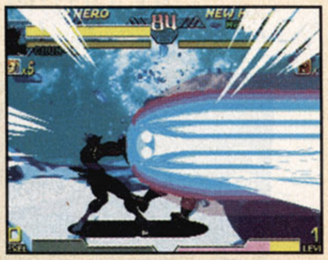
Super Moves

Beat Plane
Motion ↓ ↙ ← (K K)
Note: Tap Kick to drop bombs and tap Punch to fire the machine gun.

Hyper Roll
Motion ↓ ↘ → (P P)

Rush Drill
Motion ↓ ↘ → (K K)





Shadow Lady: Put the cursor on Morrigan and **press Up, Right, Right, Down, Down, Down, Down, Left, Left, Up, Up, Up, Up, Right, Right, Left, Left, Down, Down, Right, Right, Down, Down, Left, Left, Up, Up, Right, Right, Up, Up, Left, Left, Down, Down, Down, Down, Down.** If you entered the code correctly, you will land on a new box under Gambit. Put the cursor on this new box, then **press any Punch or Kick button** to play as Shadow Lady.

Special Moves

Body Electric
Motion → ↓ ↘ P

Drill Charge
Motion ↓ ↘ → P

Flip Kick
Hold ↘, tap RK

Heel Stomp
While in the air, hold ↓, tap FK

Homing Missiles
Motion ↓ ↘ → K

Lightning Kick
Tap K rapidly
Note: This move can also be performed in the air.

Overhead Kick
Motion → ↘ ↓ ↙ ← K

Super Moves

Big Bang Laser
Motion ↓ ↘ → (P P)

Galaxy Missile
Motion ↓ ↘ → (K K)

Your personal hotline to the 'Pros...

GAMEPRO
Hot Tips Hotline

NEW Messages Weekly!

Hear it here FIRST!

1.900.860.TIPS

Canada 1.900.451.5552

GET THE INSIDE SCOOP ON THE HOTTEST VIDEO GAMES BEFORE THEY SEE PRINT!

NEW FEATURE!

JOHNNY BALLGAME AND MAJOR MIKE'S HOT VIDEO GAME PICKS

- **HOT GAME TIPS**
  for all your favorite systems including Nintendo 64, PlayStation, Saturn, and others!
- **CLASSIC GAME TIPS**
  to jumpstart older game on Super Nintendo, Genesis, 3DO, and others!

NEW FEATURE!

PLAY GAMEPRO TRIVIA!

Answer tough video game questions for your chance to win an exclusive GamePro T-shirt!

- **THE 32-BIT TIP OF THE WEEK**
  The hottest new tip for the latest games!
- **LEAVE A TIP FOR SCARY LARRY**
  Tell Scary your hottest tips, and your voice and tips may be picked for broadcast to other callers!

Calls average three minutes in length and cost $1.29 a minute. Be sure to get your parents' permission to use GamePro's Hot Tips Hotline if you are under 18 years of age. Messages subject to change without notice. A service of GamePro Media Group in San Mateo, CA.

In Canada:
1-900-451-5552
Only $1.49 CAN per minute

PlayStation

Critical Depth

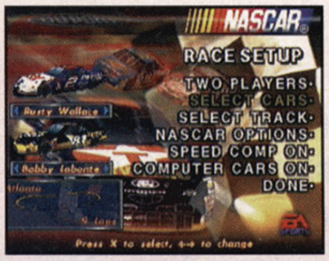
Stun Blast Weapon

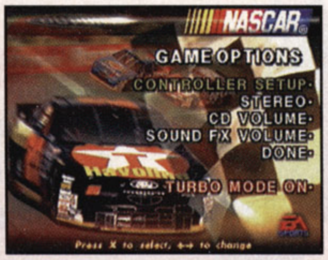
Any time during gameplay, **press and hold R2 and press Right, Left, Up** to fire a secret freeze weapon.

PlayStation

NASCAR '98

Unlock Pinnacle and EA Sports Cars, and Turbo and Paint Ball Modes

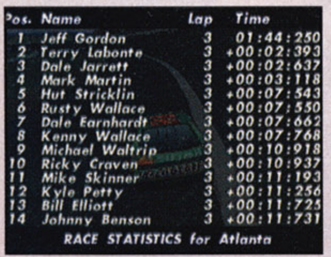

NASCAR
RACE SETUP
TWO PLAYERS
SELECT CARS
SELECT TRACK
NASCAR OPTIONS
SPEED COMP ON
COMPUTER CARS ON
DONE
Rusty Wallace
Bobby Labonte
Press X to select, ←→ to change


NASCAR
GAME OPTIONS
CONTROLLER SETUP
STEREO
CD VOLUME
SOUND FX VOLUME
DONE
TURBO MODE ON
Press X to select, ←→ to change

Unlock Pinnacle Car: Start a Single Race, and in the Race Setup menu, highlight Bobby Labonte's car. **Press and hold ×, and press Up, Down** to make the Pinnacle Car appear.

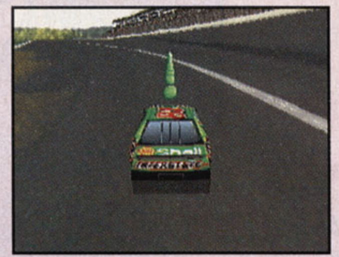
Unlock EA Sports Car: Start a Single Race, and in the Race Set-up menu, highlight Kenny Wallace's car. **Press and hold ×, and press Up, Down** to make the EA Sports Car appear.

Turbo Mode: At the Game Options menu, **press and hold ○ and press Up, Left, Down, Right.** If you entered the code correctly, a new game option, Turbo Mode On, will appear at the bottom of the Options menu.



Pos.	Name	Lap	Time
1	Jeff Gordon	3	01:44:250
2	Terry Labonte	3	+00:02:393
3	Dale Jarrett	3	+00:02:637
4	Mark Martin	3	+00:03:118
5	Hut Stricklin	3	+00:07:543
6	Rusty Wallace	3	+00:07:550
7	Dale Earnhardt	3	+00:07:662
8	Kenny Wallace	3	+00:07:768
9	Michael Waltrip	3	+00:10:918
10	Ricky Craven	3	+00:10:937
11	Mike Skinner	3	+00:11:193
12	Kyle Petty	3	+00:11:256
13	Bill Elliott	3	+00:11:725
14	Johnny Benson	3	+00:11:731

RACE STATISTICS for Atlanta



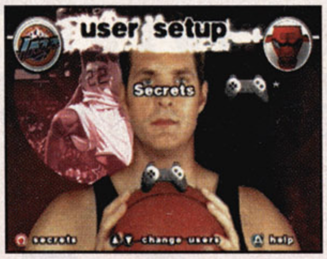
Paint Ball Mode: Start a race with any driver, and pause the game immediately after the green flag drops. While the game is paused, enter the Race Statistics menu and simultaneously **press L1, L2, R1, and R2.** If you did the code correctly, you should hear an engine rev. Unpause the game, and when you **press** △, you'll fire paint balls.

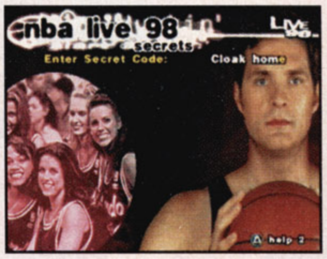
Chad Lubecki
Running Springs, CA

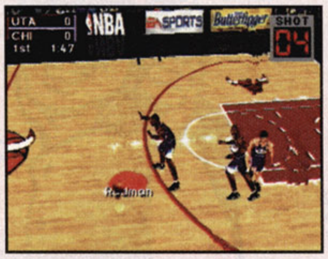
PlayStation

NBA Live '98

Secrets Menu and Hidden Teams


user setup
Secrets
secrets
change users
help


nba live '98
secrets
Enter Secret Code:
Cloak home
help 2


UTA
CHI
NBA
SHOT
04

Secrets: At the User Setup screen, type the word `Secrets` exactly as shown. The word "Secrets" should appear at the bottom of the screen. Now **press** ○ to access the Secrets menu. Enter any of the following passwords exactly as shown below.

Away Team is Invisible: `Cloak home`

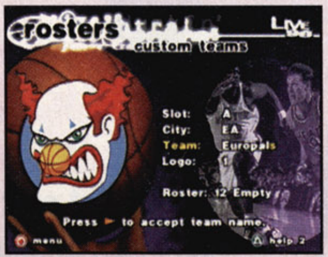
Home Team is Invisible: `Cloak away`

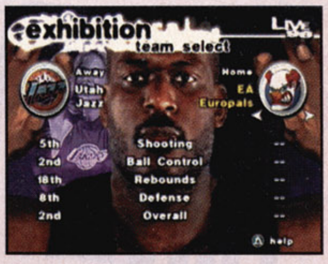
Home Team is Dressed in Halloween Costumes: `Scary`

Away Team is Dressed in Halloween Costumes: `Freaky`

Adorable Pin Team: `Pin rocks`

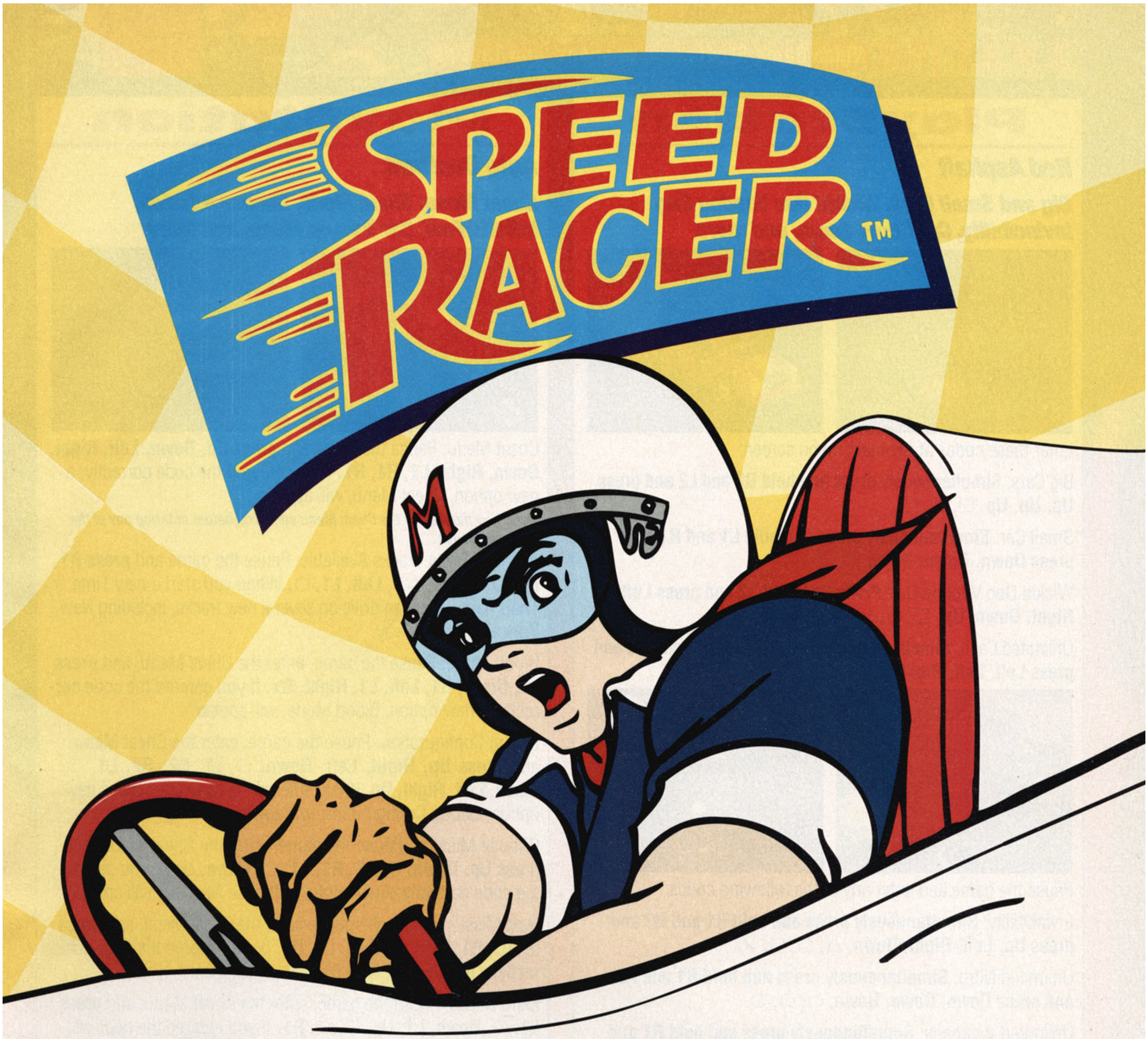
Note: You must enter the Scary or Freaky codes in order to activate the Adorable Pin team.


rosters
custom teams
Slot: A
City: EA
Team: Europals
Logo:
Roster: 12 Empty
Press → to accept team name.
menu
help 2


exhibition
team select
Away
Utah
Jazz
Home
EA
Europals
5th
2nd
18th
8th
2nd
Shooting
Ball Control
Rebounds
Defense
Overall
help

Hidden Teams: Select the Create Custom Team mode, and enter the following cities and team names to activate the hidden teams. Type the codes exactly as shown.

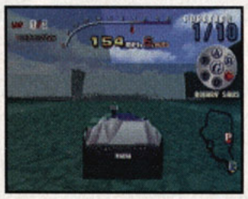
City	Team
`EA`	`Eurpoals`
`Hitmen`	`Coders`
`Hitmen`	`Earplugs`
`Hitmen`	`Idlers`
`Hitmen`	`Pixels`
`QA`	`Campers`
`QA`	`Testtubes`
`TNT`	`Blasters`



THE ONLY GAME THAT TOTALLY SATISFIES YOUR NEED FOR SPEED!

INCLUDES THE ALPHA TEAM TECHNO-MIX AND THE CARTOON'S ORIGINAL OPENING!

- Leap short distances using the Mach 5's auto-jacks.
- Powerful rotary saws slash and cut a forest-full of trees.
- Activate the Mach 5's deflector and periscope to race underwater.
- Try to find Racer X's Shooting Star, The GRX ("World's Fastest Car"), and more!



EVERYONE
E
CONTENT RATED BY ESRB

JALECO.

PlayStation

www.JALECO.com

www.speedracer.com

©1998 SPEED RACER ENTERPRISES, INC. All Rights Reserved. SPEED RACER is a Trademark of SPEED RACER ENTERPRISES, INC. and is used under license. Jaleco and the Jaleco logo are trademarks of Jaleco Ltd. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.

PlayStation

Red Asphalt

Big and Small Cars, Wickid Doc Voodoo Car, Invincibility, Car Show Room, and more

EQUIPMENT
LOS ANGELES
PRESS O FOR HELP
RACE

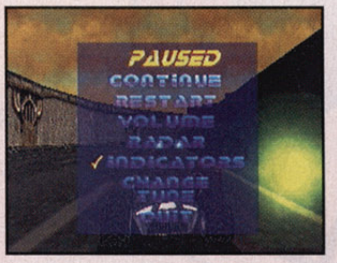
Enter these codes at the main menu screen:

Big Cars: **Simultaneously press and hold R2 and L2 and press Up, Up, Up, □, □, □.**

Small Car: **Simultaneously press and hold L1 and R1 and press Down, Down, Down, ○, ○.**

Wickid Doc Voodoo Car: **Press and hold L2 and press Left, Right, Down, Up, □, ○, ×, △.**

Unlimited Cash: **Simultaneously press and hold L2 and R2 and press Left, Left, Right, Right, □, □, ○, ○.**


PAUSED
CONTINUE
RESTART
VOLUME
RADAR
✓ INDICATORS
CHANGE TUNE
QUIT

RANK 4/6
NITRO 4
KILLS 1
ARMOR
LAP BONUS 1:00.00
LAP 2 0:23.02
96

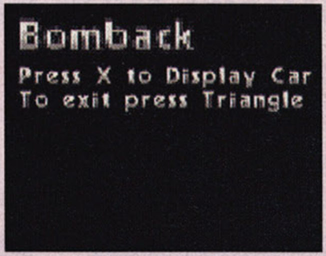
Pause the game and enter any of the following codes:

Invincibility: **Simultaneously press and hold R1 and R2 and press Up, Left, Right, Down, △, □, ○, ×.**

Unlimited Nitro: **Simultaneously press and hold R1 and R2 and press Down, Down, Down, ○, ○, ○.**

Unlimited Weapons: **Simultaneously press and hold R1 and R2 and press Up, Left, Up, Right, Down, □, △, ○, ×.**

RED ASPHALT TM
ONE PLAYER
TWO PLAYER
LOAD GAME
(C) 1997 Interplay Productions. All Rights Reserved. Red Asphalt and Interplay are trademarks of Interplay Productions. All Rights Reserved.



Bombback

Press X to Display Car

To exit press Triangle

Enter these codes at the title screen:

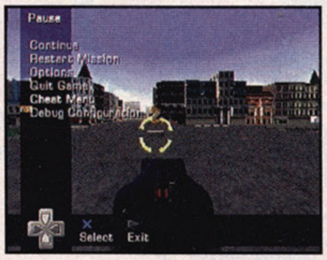
Car Show Room: **Simultaneously press and hold L2 and R1 and press △, △, Up, Up, Left, Right, Down, Down, ×, ×.**

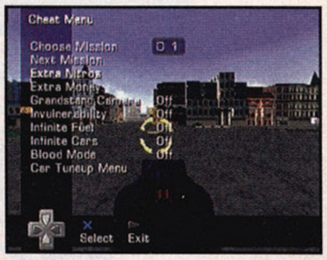
Total Chaos Screen: **Simultaneously press and hold L2 and R2 and press Down, Right, Down, Right, ○, ○, ○.**

PlayStation

Auto Destruct

Cheat Menu, Blood Mode, Choose Mission, Infinite Fuel, Car Tuneup Menu, and More


Pause
Continue
Restart Mission
Options
Quit Game
Cheat Menu
Debug Configuration
Select
Exit


Cheat Menu
Choose Mission 0 1
Next Mission
Extra Nitros
Extra Money
Grandstand Camera Off
Invulnerability Off
Infinite Fuel Off
Infinite Cars Off
Blood Mode Off
Car Tuneup Menu
Select
Exit

Cheat Menu: Pause the game and **press Up, Down, Left, Right, Down, Right, L1, R1, R1.** If you entered the code correctly, a new option, Cheat Menu, will appear.

Note: You must enter the Cheat Menu code first before entering any of the following codes.

All Time-Trials Tracks Available: Pause the game and **press R1, L1, ○, Left, ○, ○, Left, L1, ○.** When you start a new Time Trials game, you can drive on several new tracks, including New York and the Subway.

Blood Mode: Pause the game, enter the Cheat Menu, and **press L1, Down, R1, Left, L1, Right, R1.** If you entered the code correctly, a new option, Blood Mode, will appear.

Debug Configuration: Pause the game, enter the Cheat Menu, and **press Up, Right, Left, Down, ○, L1, R2, R2, L1, ○, Down, Left, Right, Up.** If you entered the code correctly, a new option, Debug Configuration, will appear.

Choose Mission: Pause the game, enter the Cheat Menu, and **press Up, Down, ○, L1, R1, L1, ○, Down, Up**. If you entered the code correctly, a new option, Choose Mission, will appear.

Next Mission: Pause the game, enter the Cheat Menu, and **press □, ○, R1, L1, ○, Down, L1, Up.** If you entered the code correctly, a new option, Next Mission, will appear.

Extra Nitros: Pause the game, enter the Cheat Menu, and **press L1, ○, Down, L1, Up, □, ○, R1.** If you entered the code correctly, a new option, Extra Nitros, will appear.

Extra Money: Pause the game, enter the Cheat Menu, and **press L1, R1, Up, ○, Down, □, Right, R1, L1.** If you entered the code correctly, a new option, Extra Money, will appear.

Invulnerability: Pause the game, enter the Cheat Menu, and **press L1, L1, L1, L1, Left, ○, ○, R1, Up, □, L1.** If you entered the code correctly, a new option, Invulnerability, will appear.

Infinite Fuel: Pause the game, enter the Cheat Menu, and **press L1, ○, Left, L1, ○, L1, L1, Up, R1, Down.** If you entered the code correctly, a new option, Infinite Fuel, will appear.

Car Tuneup Menu: Pause the game, enter the Cheat Menu, and **press L1, R1, L1, Up, Down, ○, Down, Right, Left, □, R1.** If you entered the code correctly, a new option, Car Tuneup Menu, will appear.

FuncoLand SuperStore

Super Mario Kart
Super Nintendo

Blades of Steel

Nintendo

Bubble Bobble	$13
Contra	$11
Dragon Warrior 2	$29
Excitebike	$4
Galaga	$18
Hogans Alley	$5
Ironsword	$5
Jeopardy	$7
Kung Fu	$5
Mega Man	$19
Nascar Challenge	$11
Operation Wolf	$11
Pacman	$19
Rad Racer	$5
Super Mario 3	$4
Tecmo Bowl	$5
Vegas Dreams	$15
Wheel of Fortune	$5
Yoshis Cookie	$8
Zelda 2	$5

SNES

Aerobiz	$25
Battletoads/Dbl Drg	$13
Donkey Kong Cty	$13
Earthbound	$35
Griffey Baseball	$18
Home Alone	$13
Jungle Book	$19
Kirby Superstar	$39
Lion King	$19
Mario Kart	$25
NBA Jam	$8
Ogre Battle	$69
PGA Golf	$29
Rom 3 Kings 2	$19
Sup Mario All Stars	$15
TMNT 4	$8
Vegas Stakes	$19
WWF Raw	$19
X-Men	$11
Yoshi's Island	$28

Donkey Kong Country 2
Super Nintendo

PlayStation

Alien Trilogy	$29
Battle Arena Tohshin	$11
Crash Bandicoot	$15
D	$19
Extreme Pinball	$19
Gex	$29
Independence Day	$19
Jet Moto	$18
John Madden 97	$15
Killeak-DNA	$11
Loaded	$15
Mortal Kmbt Trilogy	$35
Nascar	$29
Ogre Battle	$35
Primal Rage	$19
Resident Evil	$25
SimCity 2000	$39
Tekken 2	$39
VMX Racing	$28
Wipeout	$15

Crash Bandicoot
PlayStation

PlayStation
Madden 97

GameBoy

Alleyway	$11
Baseball	$8
Castlevania Adv.	$11
DR. Mario	$13
Faceball 2000	$15
Fortress of Fear	$7
Hatris	$19
IN Your Face	$7
John Madden 96	$19
Jurassic Park	$19
Kirbys Dreamland	$19
Kirbys Pinball	$17
Metroid 2	$17
NBA Jam	$17
Pipe Dream	$15
Qix	$9
Super Mario Land 3	$25
Tetris	$5
TMNT	$9
Zelda Link	$15

Game Boy
Kirby's Dream Land

Saturn

Andrett Racing	$19
Baku Baku	$24
Bug	$15
Daytona USA	$4
Golden Axe Duel	$15
Iron Storm	$28
Legend of Oasis	$19
Myst	$8
NFL QB Club 97	$13
Off World Extreame	$11
Panzer Dragon	$11
Road Rash	$25
Sega Rally Champ	$13
Shining Wisdom	$25
Theme Park	$24
Ultimate MK3	$19
Virtua Cop	$3
World Seris Basbl	$11
WWF Arcade	$19

Sega Saturn
Gex

Game Gear

Ax Battler	$6
Batman Forever	$11
Chessmaster	$17
Def of Oasis	$12
Earthworm Jim	$35
Hook	$15
Incredible Hulk	$8
Jurassic Park	$15
Leaderboard Golf	$4
Mortal Kombat2	$13
NBA Jam Tourn	$13
PGA Tour Golf	$11
Road Rash	$19
Shinobi 2	$8
Sonic Hedgehog 2	$3
Streets of Rage 2	$11
Tazmania	$11
Wheel of Fortune	$19
World Series	$5
X-Men	$8

Game Gear
X-Men
Gamesmasters Legacy

1000's More Titles Available!

Want Something? Can't Find It?

WE'VE GOT IT!

We Sell
Previously Played
Video Games, Decks &
Accessories
at Great Prices.

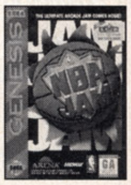
We also Sell New Products!

612-946-8101

SEGA

Aladdin	$11
Beyond Oasis	$15
Ceasars Palace	$18
Desert Strike	$19
Earthworm Jim	$19
Flashback	$8
Golden Axe	$7
Immortal	$5
John Madden 96	$11
Kid Chameleon	$11
Laker/Celtics	$1
Mickey Mouse Cstle	$18
NHL Hockey 95	$3
Operation Europe	$39
Phantasy Star 2	$25
Road Rash 3	$39
Shining Force	$39
Ultimate MK3	$39
Vector Man	$11
Zombie Ate Neigh	$18

Genesis
Aladdin



Nintendo64

Star Wars
Shadows of the Empire

Mortal Kombat Myth	$59
Golden Eye 007	$65
Wave Race	$49
Blast Corps	$29
Cruis n USA	$48
Doom 64	$38
FIFA Soccer 97	$35
Gretzky 64	$35
Hexen	$39
Intl Sprstrs Soccer	$49
Killer Instinct Gold	$38
Mario Kart 64	$53
Mortal Kombat Tri	$39
NBA Hang Time	$48
Pilotwings 64	$39
Star Fox 64	$48
Star Wars Shadows	$38
Super Mario 64	$39
Turok	$39
War Gods	$29

NEW!

Online Ordering!!
For the Hottest Tips &
The Hottest Games at the Hottest Prices
Check us out!
http://www.funcoland.com

To purchase: **Call for Current Prices**, send check, money order, or credit card number to Funco, Inc., 10120 West 76th Street, Mpls, MN 55344. Add $1.99 per item ($3.99 per control deck) for shipping and $4.00 handling charge. For Canada, Guam, Puerto Rico, and Virgin Islands please double the per item charges. Please call for all other international orders. CA, CT, IL, IN, KS, MA, MD, MI, MN, MO, NJ, NY, OH, PA, RI, TX, VA, WA & WI residents please add applicable sales tax. All prices based on US funds. Most games delivered within 7-10 business days. Generally games don't come with boxes or manuals. We are sorry but we can't accept requests for them. Rush delivery is available. **All sales are final.** Defectives replaced with same item. All prices are subject to change. We reserve the right to refuse any purchase or sale. PR

We Accept:

VISA MasterCard DISCOVER

Personal Checks and Money Orders Are Also Accepted.

All Games Come With a 90 Day Warranty!
ONE YEAR Warranties are Available
Hours: Mon-Fri 9:00am to 7:00pm Central
612-946-8101

Arcade

NFL Blitz

Codes and Hidden Players

Codes: Enter the following codes at the "Today's Matchup" screen before the kickoff. Press each button the number of times indicated, then press the joystick in the direction indicated. More than one code can be activated per game.

Code	White	Blue	Red	Joystick
Big Players:	1	4	1	Right
Fast Passes:	2	5	0	Left
Fast Turbo Running:	0	3	2	Left
Hide Wide Receiver's Name:	1	0	2	Right
Huge Head:	0	4	0	Up
Infinite Turbo:	5	1	4	Up
No First Downs:	2	1	0	Up
No Interceptions:	3	4	4	Up
No Play Select:	1	1	5	Left

Note: Both players must enter the No Play Select code.

Code	White	Blue	Red	Joystick
No Punting:	1	5	1	Up
Power-Up Blockers:	3	1	2	Left
Power-Up Defense:	4	2	1	Up
Power-Up Offense:	3	1	2	Up
Power-Up Speed:	4	0	4	Left

Note: Both players must enter the Power-Up Speed code.

Code	White	Blue	Red	Joystick
Power-Up Teammates:	2	3	3	Up
Show More Field:	0	2	1	Right
Super Field Goal:	1	2	3	Left
Team Big Heads:	2	0	3	Right
Thick Fog:	0	4	1	Down
Tournament Mode:	1	1	1	Down

Hidden Players: Enter the following names and PINs.

Hidden Player	Name	PIN
Brain Head	Brain	1111
Dan Thompson	Daniel	0604
Jason Skiles	Jason	3141
Jennifer Hedrick	Jenifr	3333
Louis Mangubat	Luis	3333
John Root	Root	6000
Sal Divita	Sal	0201
Skull Head	Skull	1111
Thug Head	Thug	1111
Mark Turmell	Turmel	0322

Nintendo 64

NFL Quarterback Club '98

Cheat Passwords

Select the Enter Cheats menu and enter the following passwords for these cheats:

Acceleration Attribute is Maxed Out: **2CRLLWYS**
Agility Attribute is Maxed Out: **WLTRPYTN**
All Defensive Players Have Maximum Attributes: **BGBFYDF**
All Player Attributes at Zero: **PWHYRMN**
All Players are 5'6" and 145 Lbs.: **SMLMDGT**
All Players are 7'7" and 400 Lbs.: **GLYTHMD**
All Players are 7'7" and 145 Lbs.: **BBMNTBL**
All Players are 5'6" and 400 Lbs.: **JPNSMWR**
All Players Fumble the Ball: **GTNHNDS**
Ball Carrier Spins Until Tackled: **BGTWSTRS**
Defensive Player Attributes at Zero: **LLDFSCK**
Discipline and Awareness Attributes Maxed Out: **YNSTYNS**
Hands Attribute Maxed Out: **STYCKYHNDS**
No Turnovers During Game: **TGHTGRP**
Passes Teleport to Receivers: **LDSTRTRK**
Play as Iguana and Acclaim Teams: **STNTXTM**
Players Always Tackle: **SPRDPRTCKL**
Players Always Tip the Ball in the Air on Passes: **LWYSTPSS**
Player Attributes are Maxed Out: **SPRTMMD**
Players Can't Tackle Ball Carrier: **NBCTCKLS**
Players Crawl During Game: **PBYBYMD**
Players Dive Longer Distances: **BGSPRDV**
Players Do "Up and Over" Dive Every Three Seconds: **MNFLDMD**
Player Gets Eight Downs: **8DWNDRV**
Players Move Like Electric Football Game: **YLCTRCFB**
Quarterback's Accuracy is at Zero: **TRNTDLFR**
Quarterback Throws 100-Yard Passes: **SPRBGRMS**
Quarterback's Pass Accuracy is Maxed Out: **BRDWYNMTH**
Sled Mode: **SNWSLDS**
Slow-Motion Mode: **FRMBYFRM**
Speed Attribute is Maxed Out: **MCHLJNSN**
Strength Attribute is Maxed Out: **RNLDSWZNGR**
Super-Slippery Field: **SPRSLYD**
Turbo Mode: **SPRTRBMD**
Turn Off All Cheats: **LLCHTSFF**

GAMEPRO®

THE WORLD'S LARGEST MULTIPLATFORM GAMING MAGAZINE

951 Mariner's Island Blvd., Suite 700, San Mateo, CA 94404

Advertising Sales Offices

Numbers listed below are for advertising sales calls only, please.

List Rentals:
American List Counsel
1-908-904-6058

Reprints:
Erin Gaffaney
(650) 286-2598

Subscription Questions:
Please Write or call:
P.O. Box 55527
Boulder, CO
80322-5527
(303) 678-0439
GPCS@gamepro.com

National Advertising Manager

Craig D. Lee
Tel: (650) 286-2583
Fax: (650) 349-1598
clee@gamepro.com

Marketing Director

Sandy Rodrigues
Tel: (650) 286-2514
srodrigues@gamepro.com

Erin Gaffaney
Marketing Manager
Tel: (650) 286-2598
egaffaney@gamepro.com

Kevin Burt
Advertising Coordinator
Tel: (650) 286-2516
Fax: (650) 349-1598
kburt@gamepro.com

West Coast

Christopher M. Kobran
Account Executive
Tel: (650) 286-2524
Fax: (650) 349-1598
ckobran@gamepro.com

Deep Dhillon
West Coast
Sales Associate
Tel: (650) 286-2591
Fax: (650) 349-1598
ddhillon@gamepro.com

East Coast/Midwest

Abbie Feibush
East Coast/Midwest
Sales Associate
Tel: (212) 880-6470
Fax: (212) 880-6442
afeibush@gamepro.com

index of advertisers

This index is provided as an additional service. The publisher does not assume liability for errors or omissions due to last-minute changes.

Acclaim Entertainment, Inc. .... 4th Cover, 14, 15
ASCII Entertainment 31
Capcom Entertainment 28, 29
Coca Cola 11, 34
Dwango 67
Eidos Interactive 72, 73
Electro Source, Inc. 91
Electronic Arts 4, 5, 37, 44, 45, 51, 77, 78, 79, 95, 108, 109
Funco, Inc. 141
GT Interactive Software 8, 9, 55, 57
Interact Accessories .... 144, 3rd Cover
Interplay Productions 33, 52, 53, 116, 117
Jaleco USA, Inc. 139
Konami (America), Inc. 61
MGM Interactive 18, 19
Microsoft Corporation 27
Midway Home Entertainment, Inc. 6, 7, 38, 39
Namco 62, 63, 65
Nintendo of America, Inc. .... 2nd Cover, 1
Ocean of America, Inc. 75, 103
Psygnosis, Ltd. 83
Reality Quest 113
Sega of America 16, 17
SegaSoft 6
Sony Computer Entertainment America, Inc. 2, 3, 20, 21, 23, 70, 71, 87, 98, 99
Target Stores 69, 81, 93, 105, 135
THQ 13
Vic Tokai 85
Yoo-hoo Chocolate Beverage Corp. 49

Volume 10, #5; May Issue; **GAMEPRO®** (ISSN 1042-8658) is published monthly for $24.95 per year by IDG Communications, Inc., 951 Mariner's Island Blvd., Ste. 700, San Mateo, CA 94404; An IDG Company: The World's Leader In Information Services On Information Technology. Periodical postage paid at San Mateo, CA, and at additional mailing offices. **POSTMASTER**: Send address changes to GAMEPRO, P.O. Box 55527, Boulder, CO 80328-5527. **Change of Address**: Please send old label and new address to GAMEPRO, P.O. Box 55527, Boulder, CO 80328-5527. **Foreign and Canadian** orders must be prepaid in U.S. dollars on a U.S. bank and must include $30/year additional postage. Canadian GST# 131 304 347.

Hot Rentals ◆ Blockbuster Hot Sheet ◆ Hot Rentals ◆ Blockbuster Hot Sheet ◆ Hot Rentals ◆

may 1998

BLOCKBUSTER VIDEO

Nintendo 64

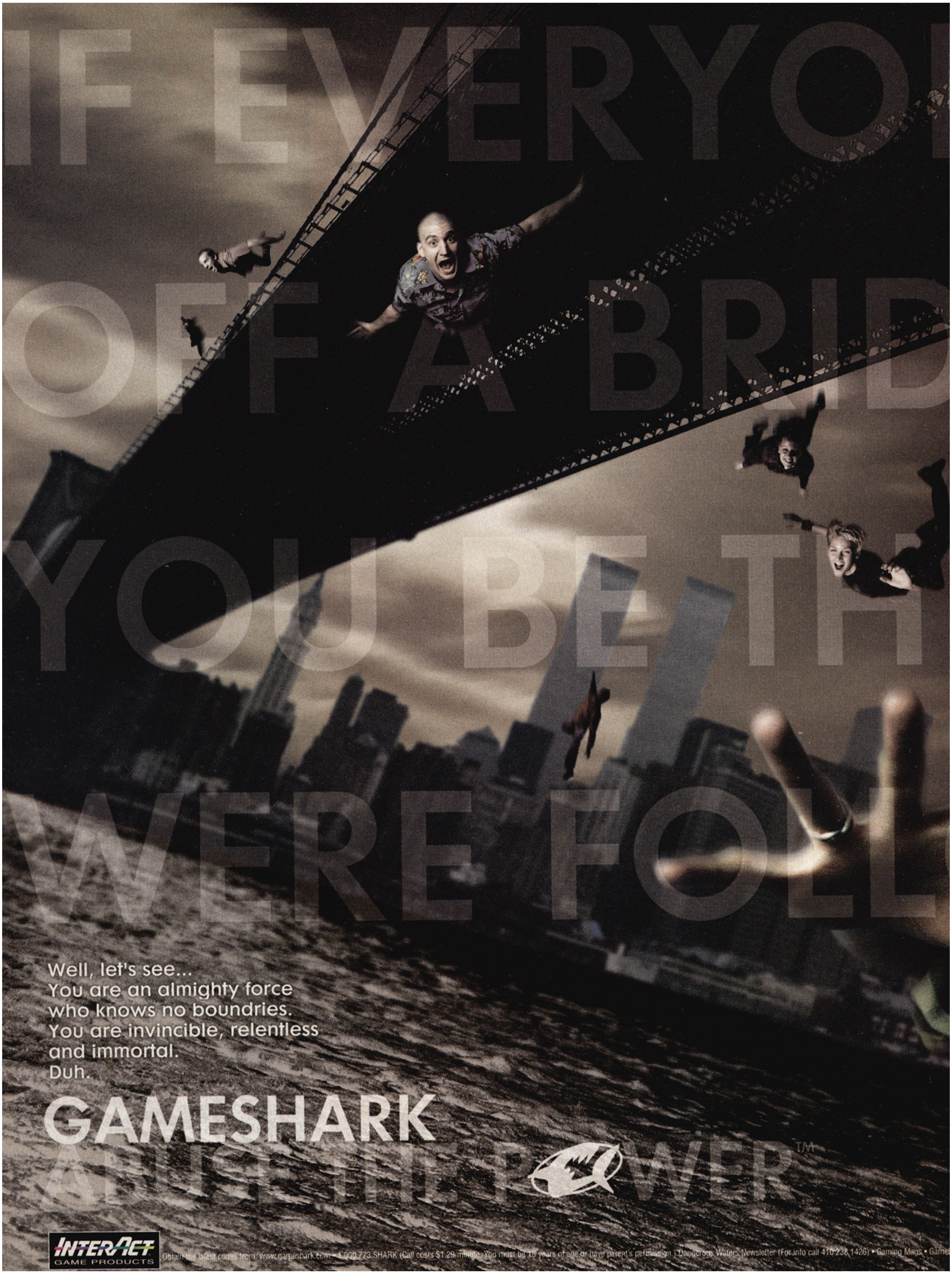
1. Yoshi's Story
2. NBA In the Zone '98
3. WCW vs. NWO World Tour
4. 1080° Snowboarding
5. GoldenEye 007
6. Quake
7. Snowboard Kids
8. Rampage World Tour
9. Aero Gauge
10. Aerofighters Assault
11. NHL Breakaway '98
12. Diddy Kong Racing
13. Mystical Ninja
14. Jeopardy!
15. Chameleon Twist
16. Fighters Destiny
17. FIFA: Road to World Cup '98
18. Bomberman 64
19. Wheel of Fortune
20. Nagano Winter Olympics '98

PlayStation

1. Triple Play '99
2. Need for Speed III
3. Resident Evil 2
4. Road Rash 3D
5. WCW Nitro
6. NBA Shoot Out '98
7. Tomb Raider II
8. NBA In the Zone '98
9. Pitfall 3D: Beyond the Jungle
10. NCAA March Madness '98
11. Powerboat Racing
12. NBA Live '98
13. Final Fantasy Tactics
14. Gex: Enter the Gecko
15. Bloody Roar
16. Diablo
17. SaGa Frontier
18. San Francisco Rush Extreme Racing
19. Dead or Alive
20. Skullmonkeys

The Rookie's Can't Miss List

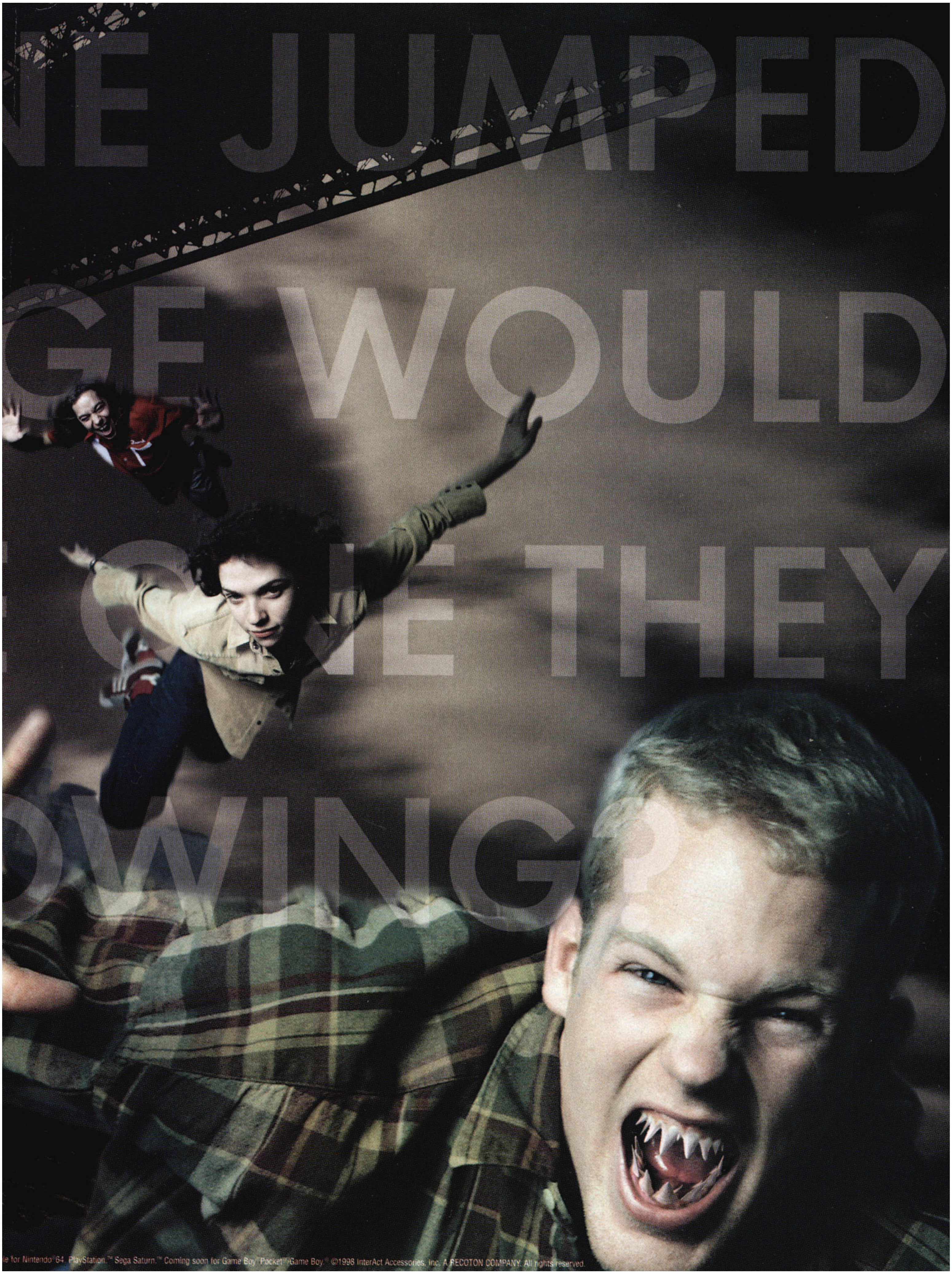
1. NCAA March Madness '98 *PlayStation*
2. NHL Breakaway '98 *Nintendo 64*
3. WCW vs. NWO World Tour *Nintendo 64*
4. Shoot Out '98 *PlayStation*
5. 1080° Snowboarding *Nintendo 64*
6. Resident Evil 2 *PlayStation*
7. GoldenEye 007 *Nintendo 64*
8. Tekken III *PlayStation*
9. One *PlayStation*
10. Wipeout XL *PlayStation*


IF EVERYO
OFF A BRID
YOU BE TH
WERE FOLL
ABUSE THE POWER™
INTERACT GAME PRODUCTS

Well, let's see...
You are an almighty force
who knows no boundries.
You are invincible, relentless
and immortal.
Duh.

GAMESHARK

Obtain the latest codes from: www.gameshark.com • 1.900.773.SHARK (Call costs $1.29/minute. You must be 18 years of age or have parent's permission.) Dangerous Waters Newsletter (For info call 410.238.1426) • Gaming Mags • Games


NE JUMPED
GE WOULD
ONE THEY
OWING?

le for Nintendo®64, PlayStation,™ Sega Saturn.™ Coming soon for Game Boy® Pocket™/Game Boy.® ©1998 InterAct Accessories, Inc. A RECOTON COMPANY. All rights reserved.

IGGY'S
reckin' balls™
Iggy
Q-tee
Narlie
Amanda
Charlie
Chatter
Cecil
Sonny
Rob-ERT

Heads will Roll

And Race. And Bungee.
And Bounce. And Fight.
And Grapple. And Wreck the Joint.

- 1-4 player vertical racing action.
- Race to the top of over 100 towering tracks-with tons of shortcuts, secret paths, loops, escalators, elevators, hidden weapons and evil enemies!
- 4 wild modes of play including 4-player free for all and 2-on-2 team bungee mode!
- Smash, crash and swing with Iggy and 8 of his spherical friends plus loads of secret characters!

Acclaim®
www.acclaim.net

EVERYONE E CONTENT RATED BY ESRB

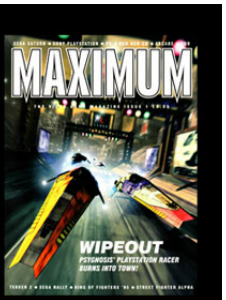
NINTENDO64

ENTERTAINMENT

IGGY'S RECKIN BALLS™ & © 1998 Acclaim Entertainment, Inc. All Rights Reserved. All other characters herein and the distinct likenesses thereof are trademarks of Acclaim Entertainment, Inc. Acclaim is a division of Acclaim Entertainment, Inc. ® & © 1998 Acclaim Entertainment, Inc. All Rights Reserved. Nintendo 64 and the 3-D "N" logo are trademarks of Nintendo of America Inc. ©1996 Nintendo of America Inc.

computer and video games
YOSHI'S STORY

SEGA VISIONS
Sonic 3

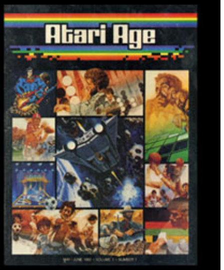
Club Nintendo
GAME BOY

MAXIMUM
WIPEOUT

NEO GEO FREAK

NINTENDO POWER
METROID

MEAN MACHINES

ELECTRONIC GAMING MONTHLY
ULTRA 64

SEGA CHALLENGE
AFTER BURNER


TURBO FORCE
TURBO DUO!!!

Dreamcast
TURN ME ON!

SEGA MAGAZINE
Virtua Fighter 2

RETROMAGS

Our goal is to preserve classic videogame magazines
from years gone by, before they are lost forever.

Thanks goes out to everyone who makes this possible.
Starting with the original writers and editors,
to all the people involved in acquiring and
digitizing these magazines.

People interested in helping us out,
in whichever way possible.
Either by donating magazines, scanning,
editing or helping in the distribution,
visit us at www.retromags.com

We are only interested in preserving magazines
which are at least 5 years out of print.

We have no desire, nor intent to profit
from these scans in any way.

So please,
if you come across people trying
to sell these releases,

DO NOT SUPPORT THEM!

THANK YOU

GAMEPRO
Street Fighter Alpha

Super PLAY
CHRONO TRIGGER

Dreamcast magazine
SHENMUE

SEGA SATURN MAGAZINE
Nights